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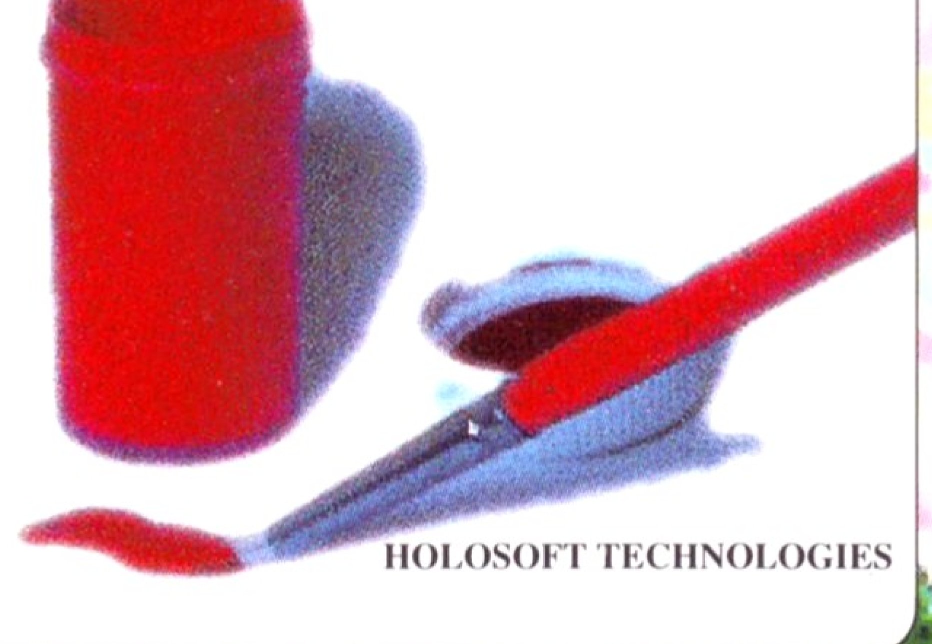


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JANUARY 1992

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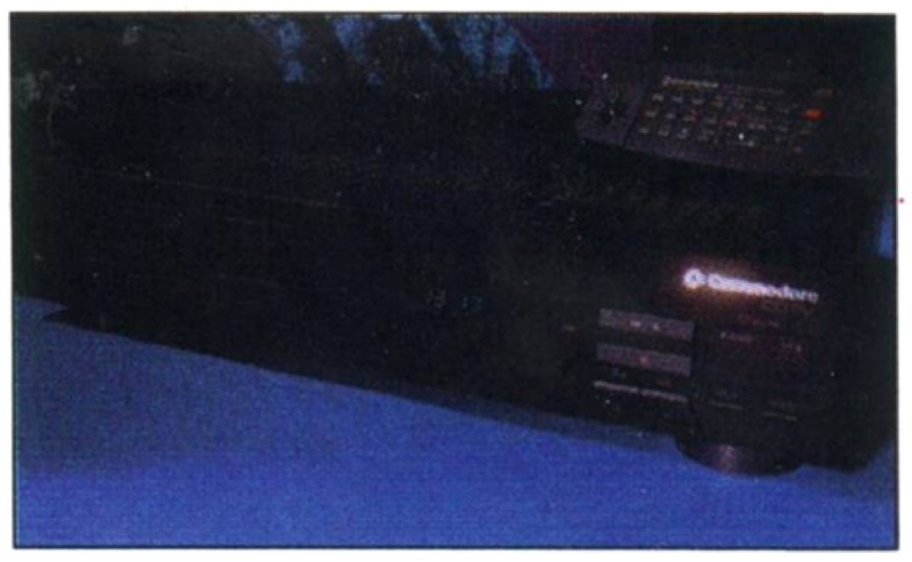
Quote of the month:
"Christmas? Bah! Humbug!"

Member of the Audit Bureau of Circulations.
ABC Registered Circulation **115,158** Jan - June 1991

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Polly put the colours on! This is the year the Amiga went full colour: see Page 34.



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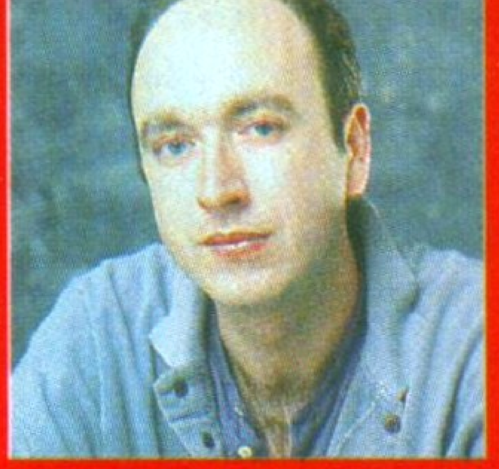
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Welcome to Amiga Format!



If this is the first time you've come across Amiga Format, then welcome to the world's most popular magazine just for Amiga owners!

Every month we aim to deliver the most complete picture of the Amiga scene, so whether you're new to the computer or an old hand, there's plenty in here that you'll find useful and enjoyable.

Every month, there's news and reviews of everything that's new not only on the games scene, but also in the way of hardware and in what we call 'serious' software: useful stuff like word processors, creative stuff like graphics and music programs and practical, useful utilities. And there's PD Update, which picks out the best in free software.

You'll also discover special sections of the magazine set aside to helping you with your problems: Gamebusters for game-playing cheats and hints, Workbench for any hassles you're having with the Amiga, your hardware or software.

And there's our special features, introducing new areas of the Amiga, comparing and picking out the best in specific types of hardware and software, and lifting the lid on things you'd always wanted to know about.

And don't forget that when you pay the usual price of £2.95, every month that includes your action-packed Coverdisk containing demos of the latest in games and 'serious' software as well as much more.

But this is our bumper Christmas Special, the biggest Amiga magazine ever produced. You'll find lots of extra treats for the festive season, including £170 worth of complete full-price programs on the Coverdisks and a special Lemmings game demo. Look out for our silly Top Tens, check out the big prize competitions and, above all, have fun!

COVERDISKS

turn the page!



Sequencer One

Your amazing complete song-writing program, worth £89! You can write songs easily, either just with the Amiga and sound samples, or with full MIDI capability and your electronic instruments. What a bargain!
Loading instructions over the page.
Complete instructions and an easy-to-follow tutorial guide in the SOUND & VISION supplement free with this issue!



Graphics Workshop

PLEASE NOTE: NEEDS 1 MEGABYTE
Your stunning, full-featured complete paint and animation package features the use of 'colour areas' to provide masses of colours on screen, as well as much, much more…
Loading instructions over the page.
Complete instructions and an easy-to-follow tutorial guide in the SOUND & VISION supplement free with this issue!



Xmas Lemmings!

Oh no! They're back again! The biggest hit game of 1991 returns, and we bring you three exclusive special Christmas levels of fun…

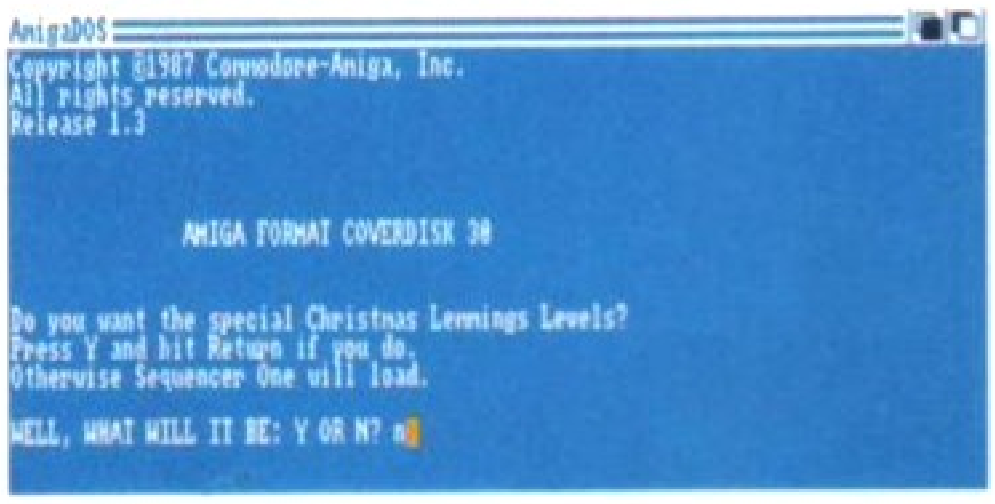
StereoMaster

The latest in sound sampling packages in a completely useable demo form. Microdeal bring you hours of sample-based enjoyment…

Coverdisk

Follow these instructions to guide you through this month's disks.
Also check out the tutorials in the Sound and Vision Supplement.

GETTING STARTED



The only program that will not run straight from the Coverdisk is *Graphics Workshop*. For *all* the other programs, simply turn on your Amiga, pop the disk in the drive, and wait. *Stereo Master* on Coverdisk 30a, will load immediately and should work on all Amigas.

For 30b (*Lemmings* and *Sequencer One*), turn on your computer and put the disk in. It will ask you which program you want to play; press Y and Return for *Lemmings*; or N and return for *Sequencer One*.

For *GFX Workshop*, if you have more than one disk drive, and only 1Mb of memory, disconnect or turn off the extra drives (this saves memory). Next, turn your machine on and load Workbench. Finally, take out Workbench and insert Coverdisk 30a. Double click on its icon with the left mouse button, and again on the *GFX Workshop* icon. A couple of notes on memory. *Lemmings* and *GFX Workshop* need 1Mb or more of memory. The Stereo Master demo though, should work fine on 0.5Mb machines. *Sequencer One* will work on 0.5Mb systems, but the only example song that you can load is Hip-Hop-Beat.

Sequencer One

Gajits ■ PAL/NTSC

So you want to be a MIDI musician? This program is a fully-fledged MIDI sequencer, and can also sequence Amiga sound samples. It's a very versatile program, but before you rush to your computer to have a look at it, bear the following in mind.

For one thing, you can only use MIDI if you have a MIDI interface plugged into the serial port of your Amiga, and a MIDI instrument or two connected to the interface. It has proved troublesome to include these with the issue – we did try a couple but they kept falling off the newsagent's shelves.

Anyway, once you have it loaded, it will display a box explaining in technical terms how the Sequencer uses memory. Just click on OK with the left mouse button. After that, a flannel panel will display information about the origins of the program. Click on More to read on, or anywhere else inside the box to move on. The best thing to do next is to load an example song. Keep the right mouse button pressed, and move the mouse pointer to the top of the screen (it should say 'Files'). A menu will drop down – move the mouse pointer down until the words 'Load Song' are highlighted. You can let go of the mouse button now.

A requester box will now appear (a panel that asks you to answer a question). After a few moments the contents of the disk will be displayed – click with the left mouse button on the songs drawer. Click again on the words 'A-Hip-Hop', and then on OK. The song should load. Click on the 'Play' button to listen to it, and then have a good read of the instructions included with the free supplement, written by music maestro Maff Evans.

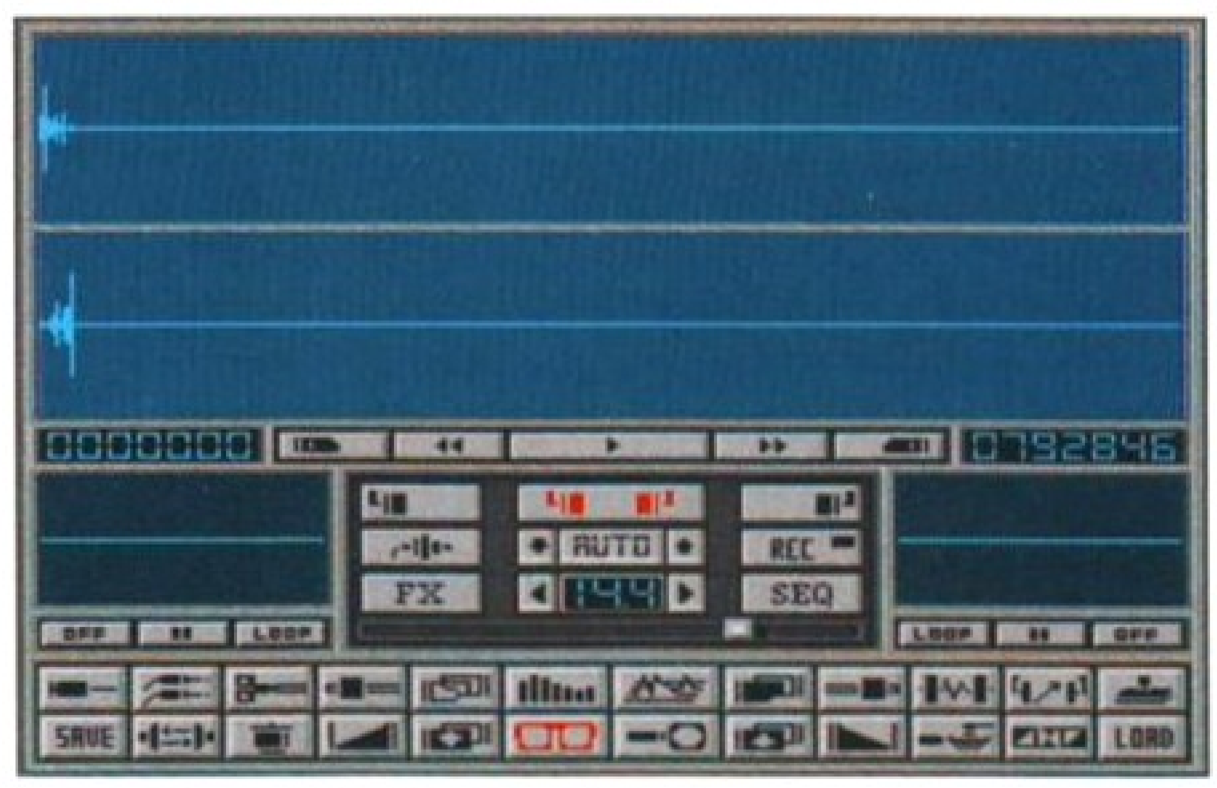
Stereo Master

Microdeal ■ PAL only

This is a demo! It does have most of the features of the full-priced sample editor, but it cannot load or save sound samples. Instead, it has a sound sample built in, so you can play and experiment with it. Once loaded, it will display this sample in the upper area of the screen. To play it, just click on the play button with the mouse. The play button is not labelled as such. It's located towards the middle of the screen, along with fast forward and reverse – just like a tape recorder.

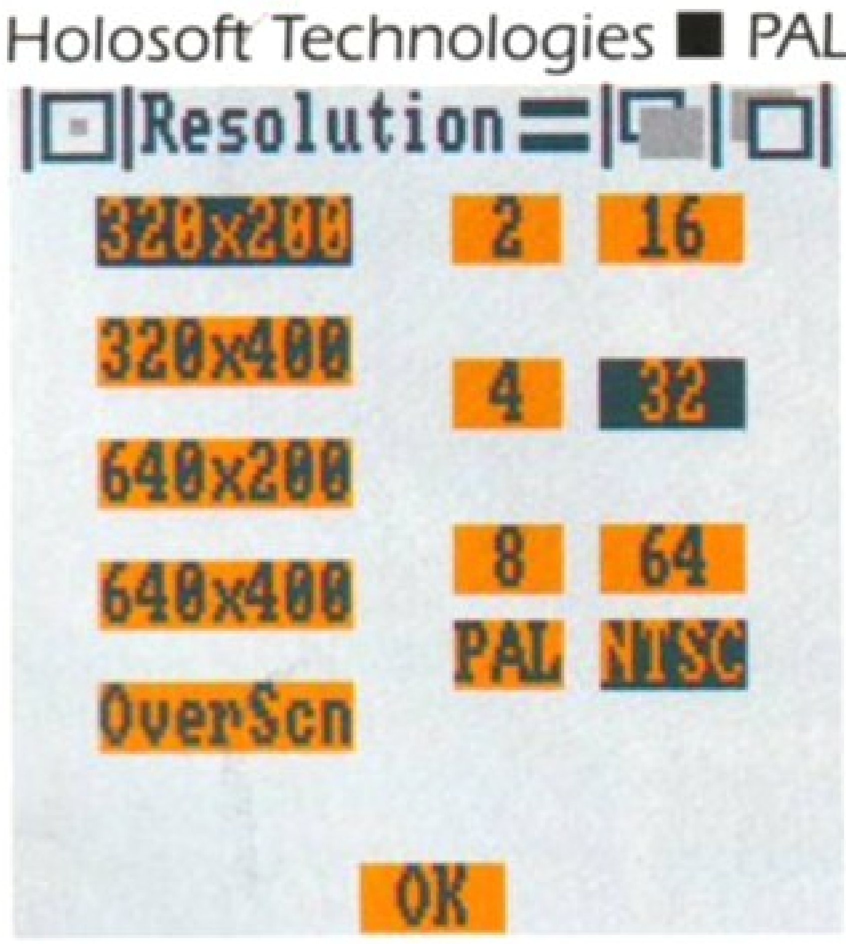
The best way to find out how to use the program is experimentation. Most of the features will put up a requester box, explaining the function and asking you if you want to continue.

There are also some menu options as well: to access these, keep the right mouse button pressed and move the mouse pointer to the top of the screen, then down over the relevant menu. We hope you enjoy the demo, and do watch out for a full review in a future issue.



Graphics Workshop

Holosoft Technologies ■ PAL/NTSC



The first thing it does after you have loaded the program is ask you which resolution you want to use for your pictures. Note that the program defaults to NTSC resolution (200 or 400 vertical lines) as opposed to PAL (256 or 512 vertical lines). Just click on the PAL button with the mouse to get the higher resolution.

After that little task is out of the way, the program will load (eventually – it's quite big). The best way to find out how to use it is to mess about with the controls until you understand them.

If you need a more in-depth briefing on this complete graphics package, then simple turn to the Sound and Vision Supplement (Page 21) that's free with this issue of *Amiga Format*, for the full instructions, as written by Damien Noonan the Editor. Don't be surprised if it takes a while to pick up the basics – but once you get the hang of it you'll be amazed at the visions you can create.

This simple box appearing will appear on your Workbench screen – it's to select the resolution of your pictures, and how many colours they'll have. The more colours and resolution the picture uses, the more memory it will take up.

Real Things, Coverdisk 29

There was a certain amount of confusion over the Real Things Shark animbrush on last issue's Coverdisk, which we'd just like to clear up. First of all, the warning on the Coverdisk pages that the *Real Things* demo was not on the disk was untrue. Due to disk production difficulties, we believed at the time the page went to press the animbrush would have to be omitted. We later managed to remaster the disk to include it.

Furthermore, we used the wrong animbrush on the disk; it was not the one RGB Studios supplied for the purpose. And our hints for its use – printed at the bottom of Page 25 – were not those provided by RGB Studios. These have, we understand, misled people trying to use the sample on disk, and we apologise for any confusion.

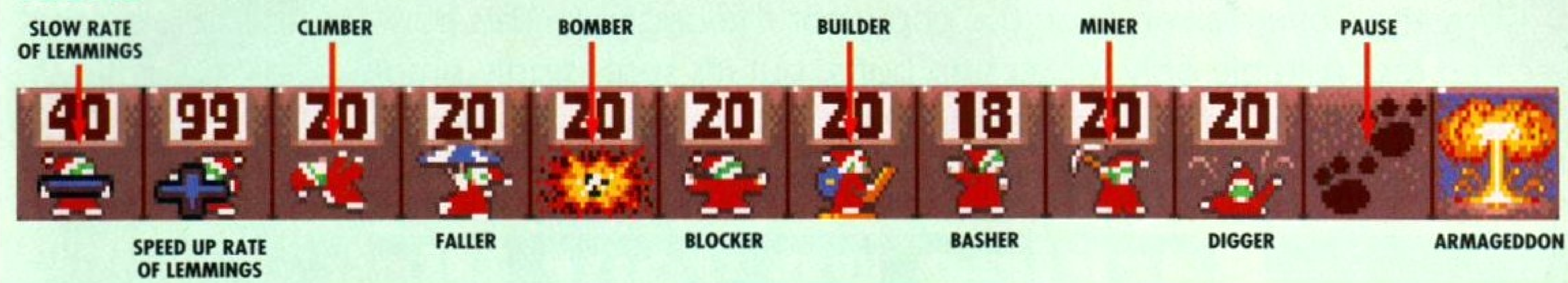
RGB Studios would like to point out that, like all Real Things products, *Sea Life* is constructed in a progressive fashion which increases your knowledge of Amiga animation as you proceed through

Xmas Lemmings

DMA/Psygnosis ■ PAL/NTSC

Yes the legend of Lemmings lives on! And to celebrate the fact Psygnosis have released over 100 brand new levels for the game. And because it's Christmas, those wonderful people at DMA Designs have written a special Christmas playable demo for all the readers of *Amiga Format*! Plus four previously unseen levels!

ICONS



In case you've never heard of this frustratingly fun game (which planet have you been on?) Lemmings is controlled entirely with the mouse.

You use the left mouse button almost exclusively, so just leave the right button alone unless the game tells you to use it for something specific. Don't worry though, because this only happens in-between playing different levels.

The idea is simple enough – you have to guide all the Lemmings (from wherever they start off their on-screen journey) towards home. The homes, though, are always on the opposite side of the screen. It can be quite tricky to negotiate all of the obstacles because you have a minimum number of lemmings to save on each level. If you don't save enough of them, then you have to play the level again. Oh no!

Once Lemmings has finished loading it will display an option screen. You can't do much from here except Quit (highly unlikely) or choose one player to get on with the game. As you finish the levels, access codes will be displayed – do write them down – so that it's easy to get at the later levels. Well, it's easy enough to get at them, but just downright fiendish to try and complete them.

Another screen will pop up, showing a map of the level, to give you some idea of what you've got to do. It also tells you what percentage of lemmings that you need to save, and how many of them you get to play with. It also tells you how much time you have left. Simply click on the left mouse button to continue (the game will then pause because it needs to load more data from the disk).

The theory of playing *Lemmings* is simplicity in itself. At the bottom left of the screen are several icons, each one depicts a lemming doing a different task. Above these icons are numbers, these show you how many times that you can use that particular icon. Just click on an it, and then on a lemming and they'll start doing that job.

The icons at the far left are for controlling the flow of Lemmings – the minus symbol slows down the rate, while the plus icon will speed them up (useful when you're running low on time and some of the lemmings are not even on the screen yet).

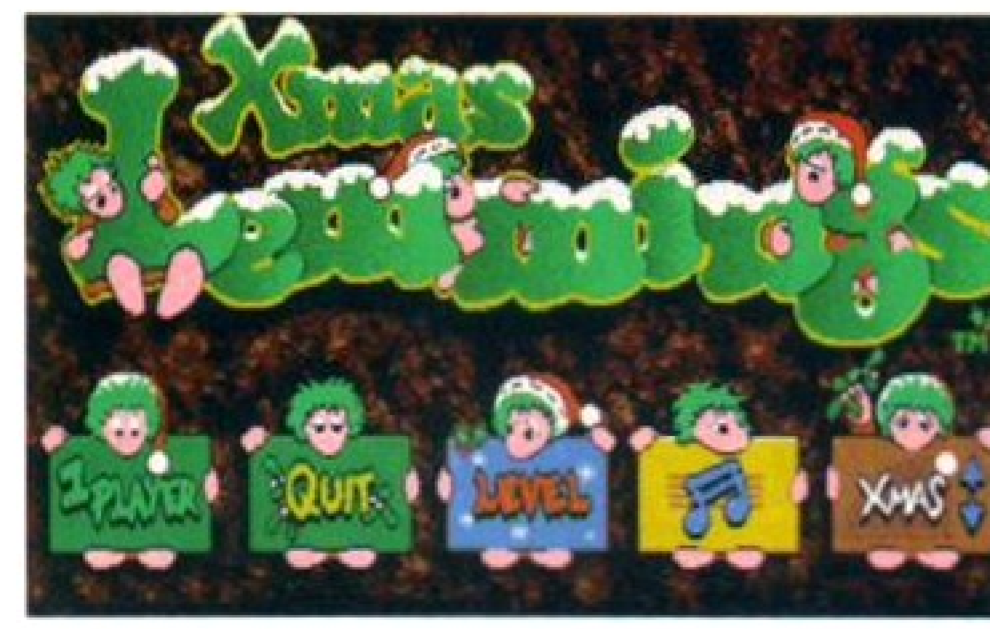
Following on from those, the tasks that lemmings can perform are: Climbers, these little devils can climb up and down sheer drops, but unfortunately they can't deal with overhangs; Fallers can fall any distance; Bombers, will self destruct in five seconds (handy for getting rid of Blockers); Blockers stop other lemms from going past; Builders build bridges with 12 sections (they clang when they're about to finish); Bashers knock horizontal holes through obstacles; Miners dig diagonal holes; and Diggers, this lot scoop vertical holes out.

The paw prints icon is for pawsing the game, and the nuclear mushroom cloud will turn all the lemmings that are left into Bombers – a very spectacular way to end a hopeless game. To the right of the icons is a map, which will scroll the main screen if you click on it. A faster way to move around the level is to move the mouse pointer to the left or right screen edges, and then press the right button.

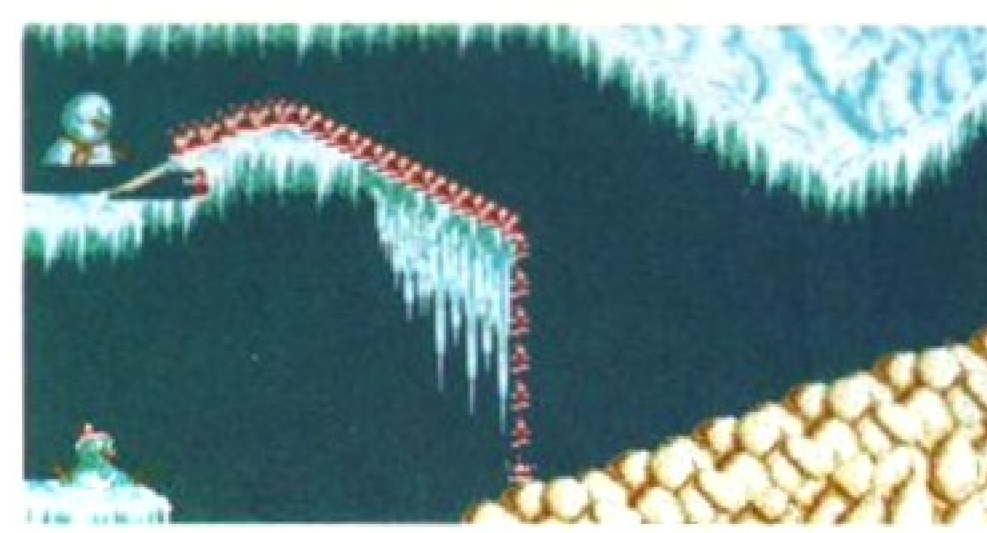
Easy in practice? Don't you believe it! The secret of *Lemmings* is knowing when and where to activate them. If they are left to their own devices all they will do is just wander about, bouncing off objects and falling down holes. These guys have no idea of self preservation at all.

There are several types of natural hazard in the game. The most common one is simply falling off the bottom of the screen. Next there's falling too far (lemms can fall short distances without injury, but there is a limit). Next are the traps, nasty moving objects which can squash lemms flat. It's a tough life.

Finally, to all those of you who really do like to be first at sending in access codes – don't bother with the demo ones. No prizes will be awarded, because we've already got them!



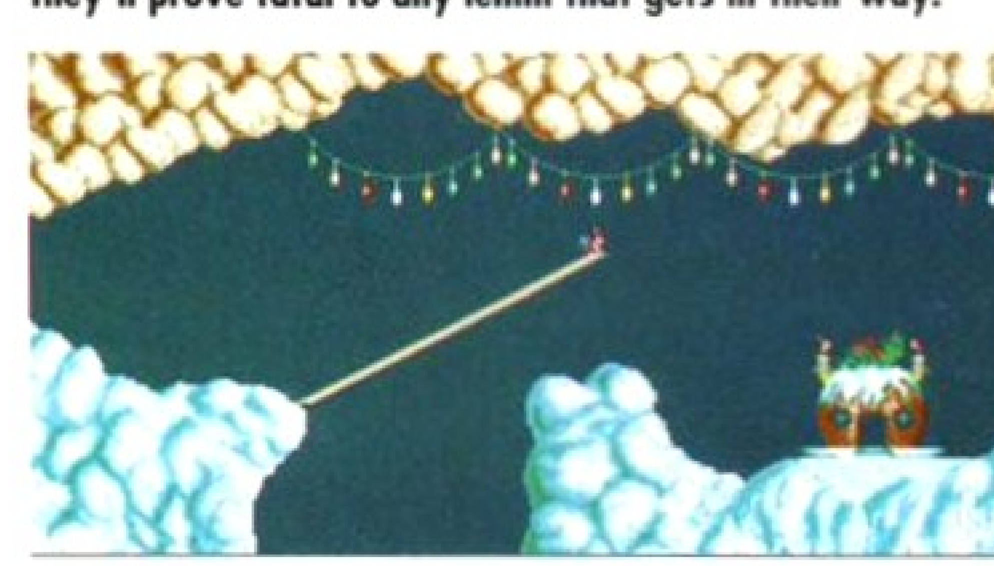
Just click on the one player icon to get started. You can click on the level icon when you know some of the access codes, to start straight away on the later levels.



This is an all-too-common sight in lemmings: a hole has been knocked through an obstacle, but there's a gap at the bottom, so a stream of lemms plunge to their doom! Use a vertical Digger at this stage, and change him to a Miner, so that a ledge is left for other lemms to fall on to.



Watch out for anything that moves – the chances are they'll prove fatal to any lemm that gets in their way.



Two things on bridge building: first, don't start the bridge too high or low; second, listen for the Builder clanging, this means they are running out of bricks so click again.

the package.The Leopard Shark animbrush we gave you is the most complex in the package, and is intentionally only partly-finished so that you can fine-tune it yourself. The animbrush we should have used is the Reef Shark from the early stages of the *Sea Life* product and is simpler to use, as well as taking up less memory.

Please do not be put off Real Things by our mistakes. The series as a whole is simple-to-use and makes an excellent animation tool at all stages of proficiency, from beginner to advanced user.

To help us make up for the confusion, RGB Studios have agreed to make an attractive offer. All those who were at the World of Commodore Show will remember seeing the Reef Shark 'movie' on the Real Things stand. This is what you could have produced if our last issue had come out right and is just a tiny part of the potential of Real Things *Sea Life*. Here is the offer: you can get Real Things *Sea Life* complete (two disks) at the World of Commodore Show price of £26 (normally £29.95) by writing to: RGB Studios, The Gables, Buxted, East Sussex TN 22 4PP or phoning 082-581 2666 before December 31 1991.

Using Your **Coverdisk**

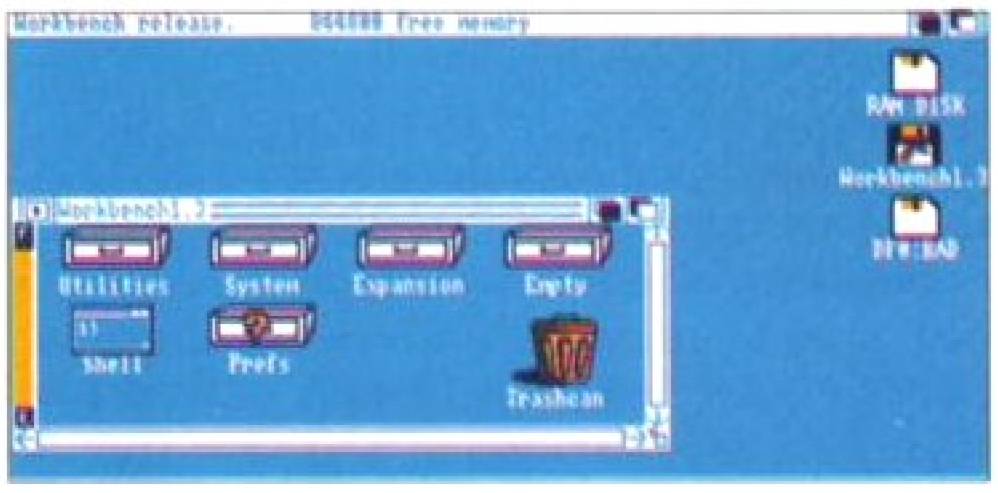
1. Always write-protect your disk. Move the tab so a hole is showing.

2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.

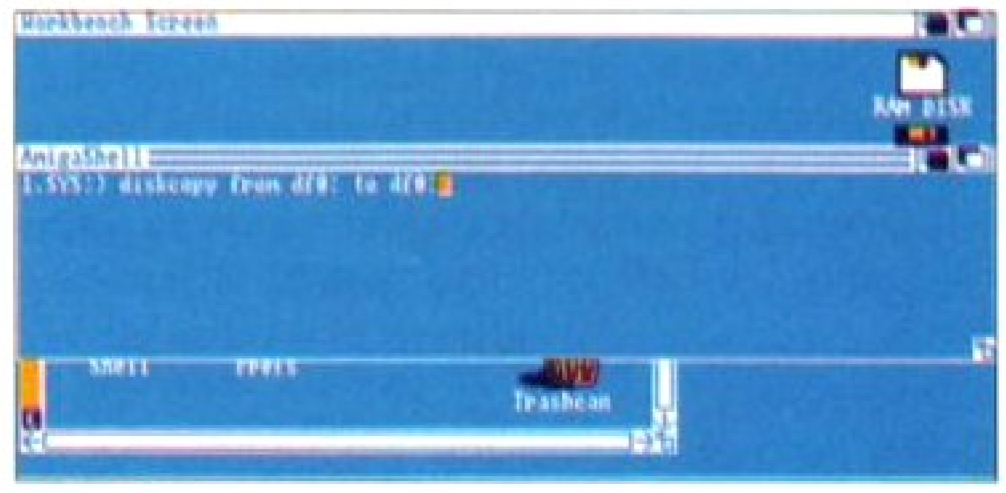
3. Read the instructions when using the programs.

Backing up your Disk

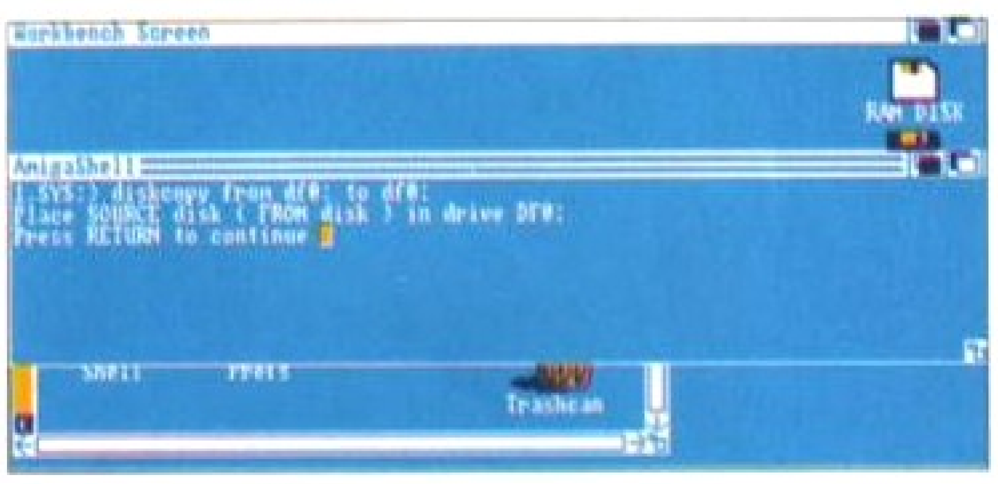
There are two ways of making a copy of your disks, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



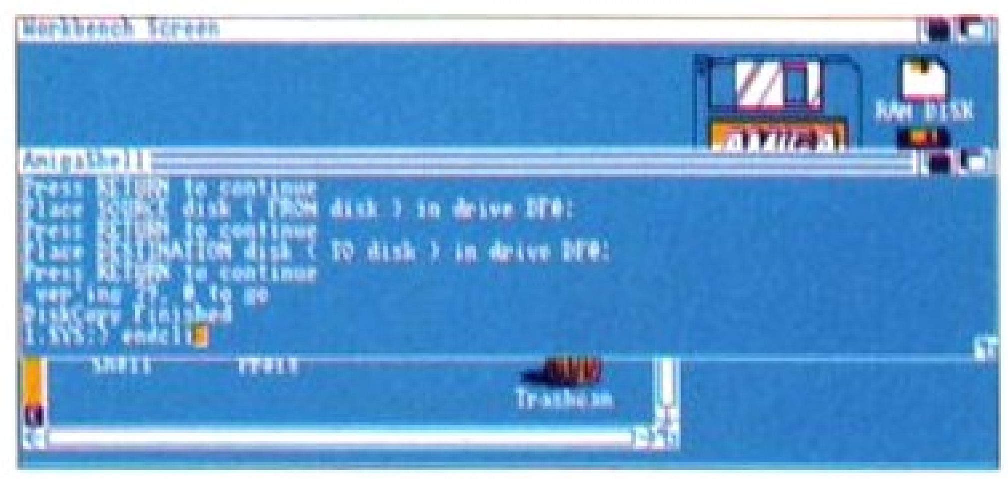
2 When the Shell window appears and the drive light is out, type in:
`Diskcopy from DF0: to DF0:`
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the Amiga Format Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author of the program.

Because some of the programs on the coverdisk are not PD, selling or distributing them without the author's specific permission is against the laws of copyright.

Disk not working?

We duplicate over 160,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format December Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!



EXODUS 3010: An action packed space adventure game
that will take your computer to its limits.

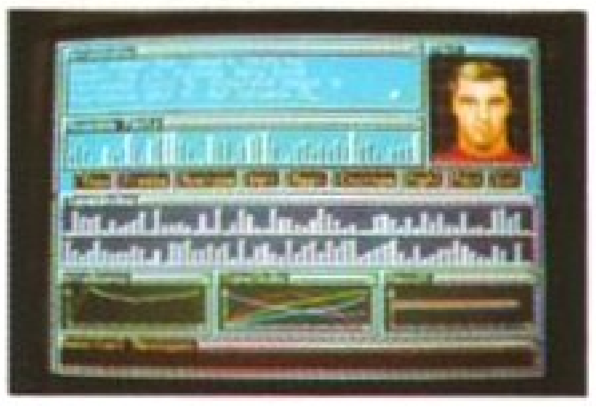
Demonware Takes You Beyond The Final Frontier.

EXODUS 3010

The new space exploration game from Demonware places YOU in charge of a Galactic cruiser containing the last survivors from Earth s now destroyed civilisation. Have you the strength, ingenuity and courage needed to find a new home ? You will have to complete over 60 missions plus many more tasks using all the resources and technology available to you.

How will you handle alien lifeforms ? Some may be superior in technology and intelligence - all will be different. Shoot first or try and negotiate ? The on-board communication system will give you full control whatever your decisions.

With 50 highly trained and cryogenically frozen pilots under your command you will have some help. Each pilot s personality can be specifically tailored to give him or her a unique behavioural pattern. Who reacts best under pressure, who has the intelligence to solve problems themselves, who can handle sophisticated equipment ? With more than 1 billion variations, it may take some time to find out !







Control up to 10 scoutships and other space craft. You can either plan your tactics and use the strategy display or take he controls of any ship and get stuck into the action. With fast and smooth 3-D vector graphics, you ll believe you really are there !

While you re busy fighting, don t forget to look after the rest of the systems on your ship ! You ll need to find new materials to replenish your stocks, and with a bit of help from the laboratories you might even manage to produce a new photon drive, laser or computer. You ll certainly need to master the art of manufacture if you want to build new ships and equipment.

If this all sounds a bit too complicated, don t worry, the easy to use point n click system let s you get straight in, and you can always leave the difficult bits up to the computer ! But to ultimately succeed you will need a courage, skill, stamina and smart thinking.

EXODUS 3010 is available for your AMIGA priced at £29.99. Available from all good software sellers or direct below:

DEMONWARE -

The power of the 90's.

Exclusive marketing and distribution by DMI.
Unit 3, Poyle 14,
Newlands Drive, Colnbrook,
Berkshire SL3 ODX.

Telephone: 0753 686000. Fax: 0753 680343.

Screens shown are from Amiga version. Actual game graphics may vary. Please check availability before purchase.

TO ORDER: Send this form with payment to the address opposite. Alternatively phone with credit card details.

AMIGA VERSION
Please send me EXODUS 3010 at £29.99 (incl. P&P)

Expiry Date ________ Card No. ________

Cheque made payable to DMI Ltd.
Please debit my credit card account

Name ________ Address ________

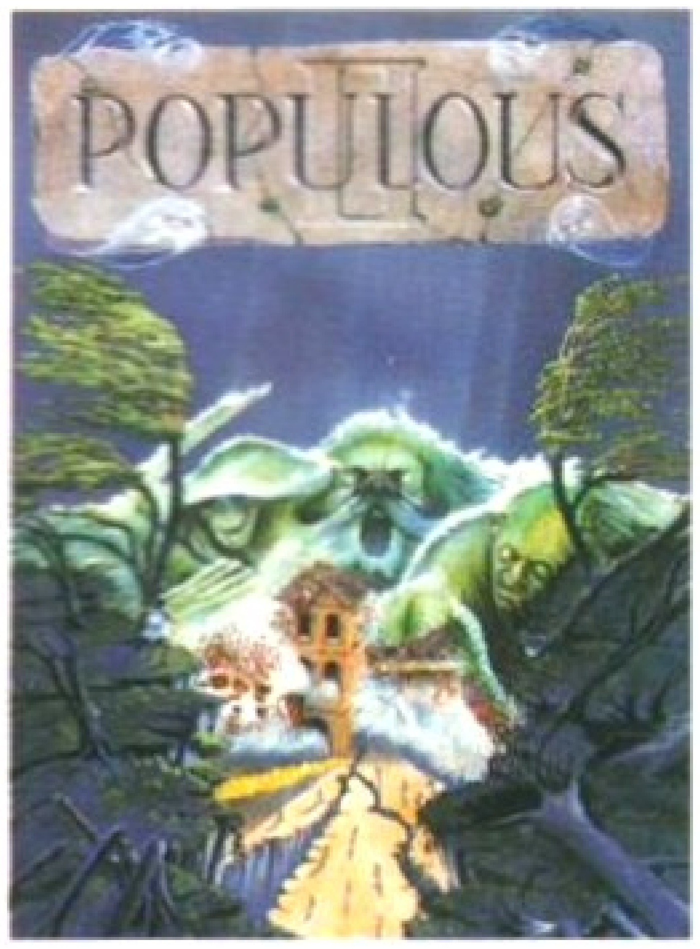
Signature ________ ________ Post Code ________

THE GODS ARE BACK AND ALL HELL IS ABOUT TO BREAK LOOSE



Populous II has arrived and it's everything you'd dreamt it might be - and more.

More earthquakes, more volcanoes, more tidal waves,



Available late December for Amiga and ST.

£29.99

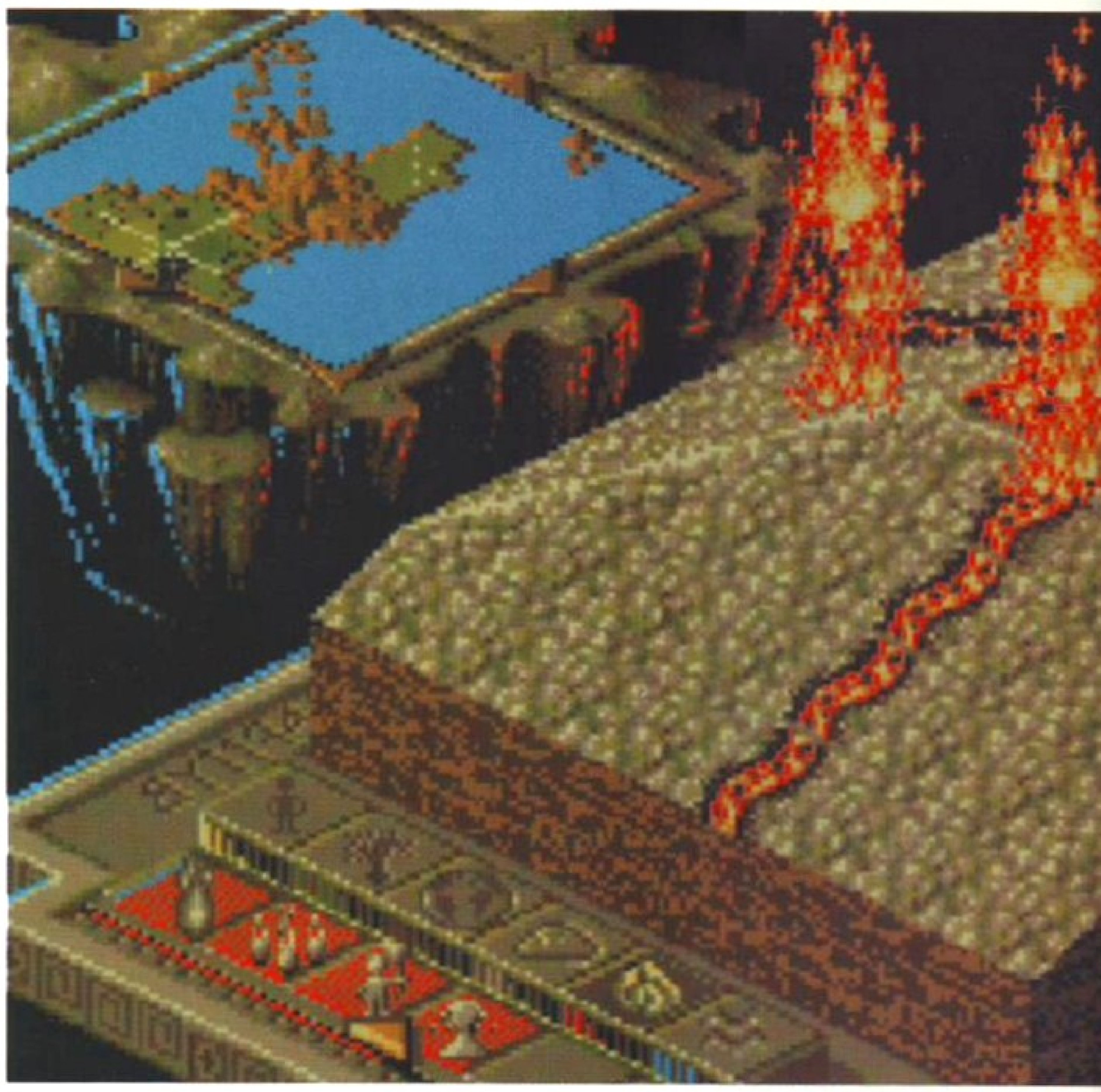
more deadly swamps, in fact the most devasting natural disasters known to man, and a few he hasn't heard of yet.

This time you find yourself back in Ancient Greece, where as one of the sons of Zeus himself, your aim is to achieve immortality and take your place next to him on Mount Olympus.

But the old boy isn't going to let you have your way without an almighty fight and he's conscripted 32 of his most powerful deities to stand in the way of your ambitions.

Design your own elaborate settlements with grand houses, roads and trees. Construct city walls in preparation against the oncoming rains of fire, whirlwinds, bolts of lightning and new, especially devious monsters like the foxy Helen of Troy, who leads people to their death with her beauty.

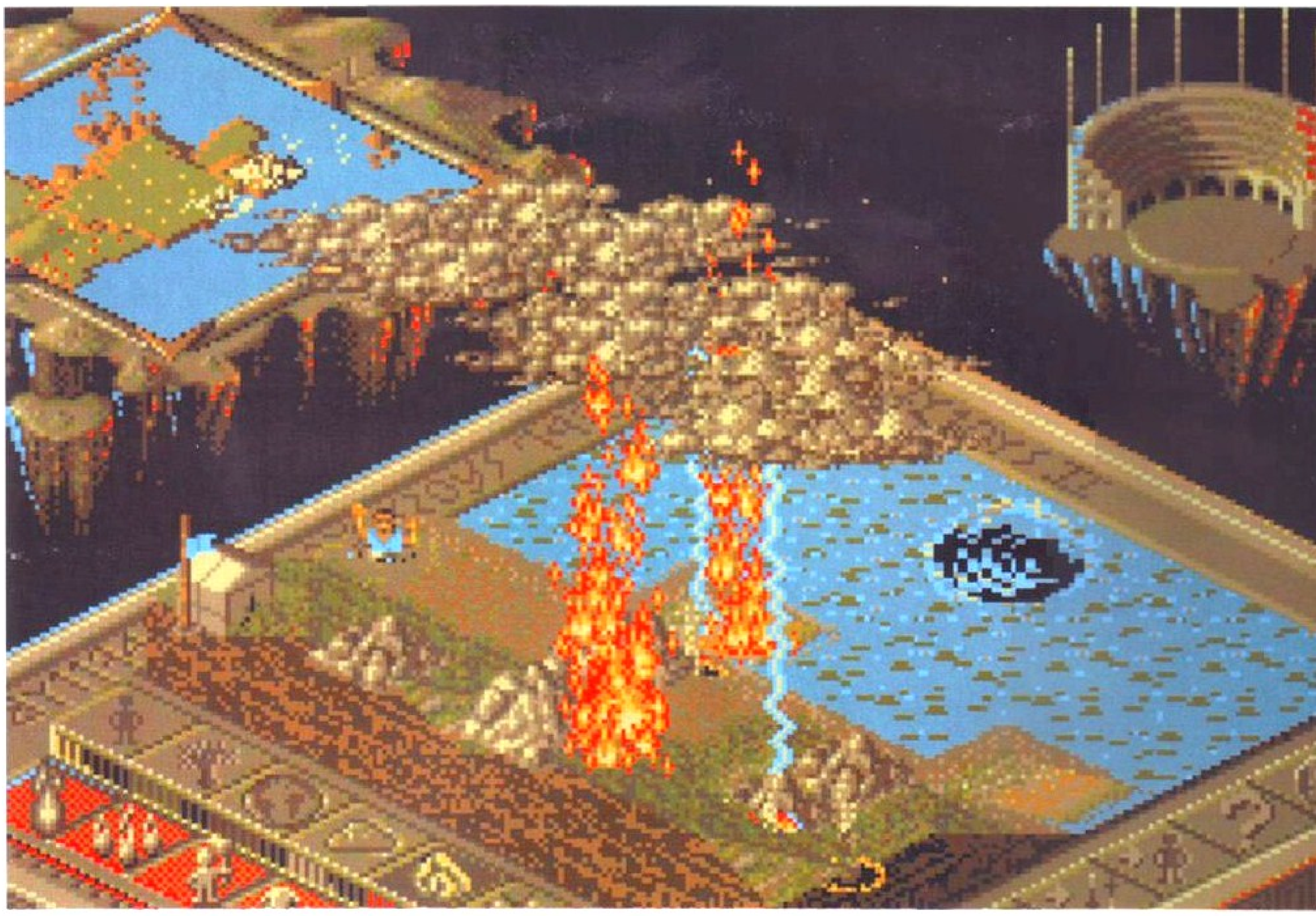




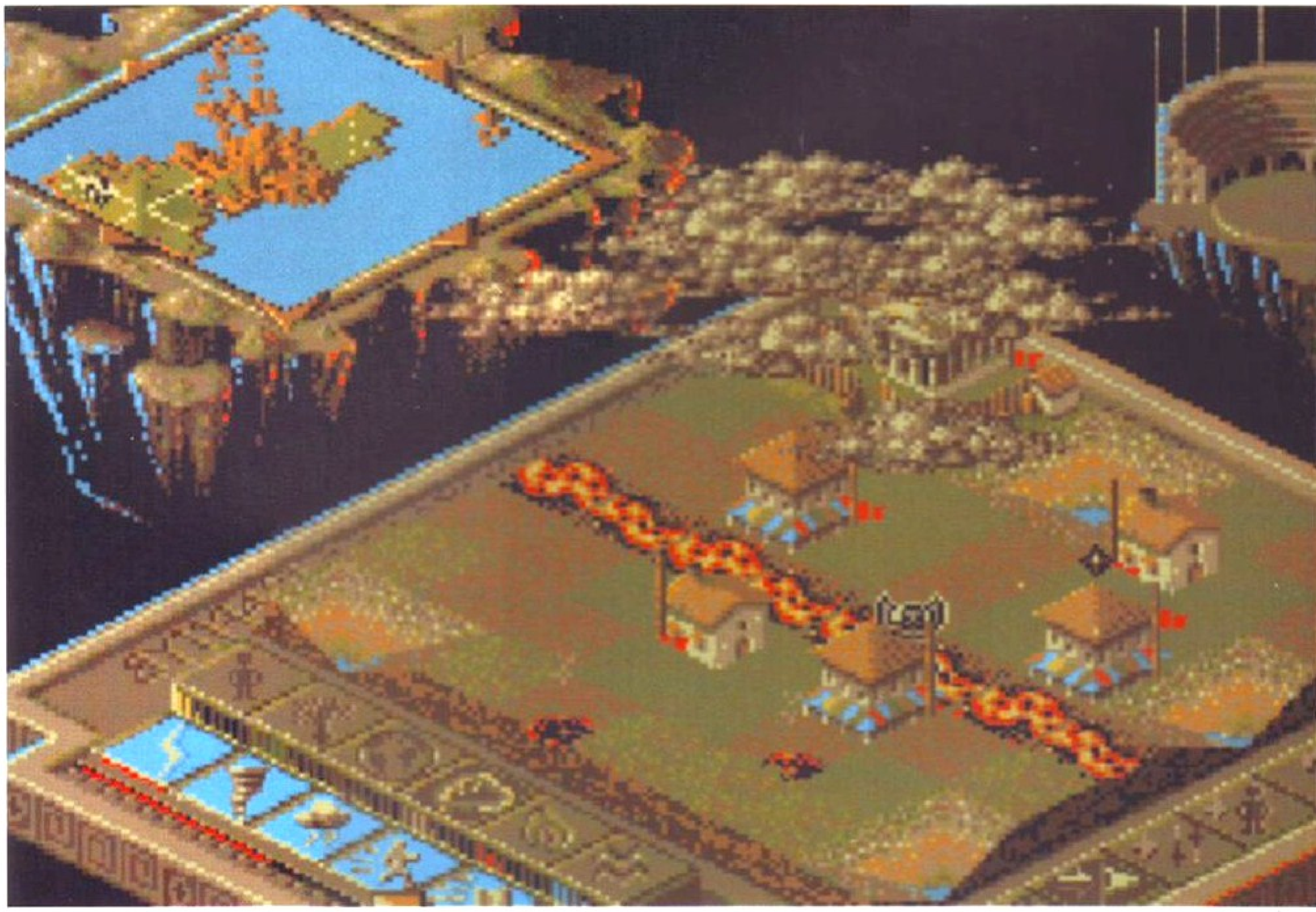
Populous II has 1000 worlds to conquer, 1MB of graphics, 5,000 animations, dozens of new sound effects and a mind-blowing sound track.

To celebrate it's release, you can also collect special Populous II T-shirts, mugs, data disks and interactive clue books from The World of Populous II which you will find in participating retailers.









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ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN,
Tel: 0753 549442, Fax: 0753 546672

Published by Bullfrog Productions Ltd.

Oh No! More Lemmings!

The exploding folk with suicidal tendencies are back this month, with the release of *Oh No! More Lemmings* from Psygnosis. The new disks contain 100 new levels and five new difficulty settings to torture and unbalance the minds of the Amiga gameplaying population.

Oh No! will be available in two forms, as a data disk and a stand-alone game. Those people already owning the original version of the game can get the data disk version for £19.99 while the stand-alone version costs £25.99. This means people who don't own *Lemmings* – is there anybody who doesn't own *Lemmings*? – can get the game and play straight away.

The original has sold in excess of 365,000 copies across all formats and so the data disks look to be a sure-fire winner. These 100 new levels should keep most players busy well into 1992, when there's *Lemmings 2* and a potential *Lemmings* coin-op to look forward to. Let's Go!



Commodore team up with Amiga Format on major ad campaign



Increasingly close ties between Commodore and *Amiga Format* are reflected in the latest ad campaign for the Amiga. There are full-colour adverts appearing in national magazines and newspapers last month and this month to follow up from Commodore's Christmas TV ad campaign.

The TV ad features the song 'Sunshine on a Rainy Day' and shows how the Amiga brightens up your world, ending with the line "Brighter by far". The full-colour magazine ad follows up with the line "Have you seen the light?" and includes a picture of an Amiga with Amiga Format lying next to it. "Why is it everyone wants an Amiga?" starts off the ad, moving on to a description of the machine and the Cartoon Classics pack. "And to make the most of your machine, check out Amiga Format" it continues. "It's a wicked mix of news, reviews, advice and hot tips, showing you exactly what's what."

Apart from the fact that the ad will feature on the first ever full-colour page in adult comic *Viz*, it's also notable for two other reasons. Not only is it evidence of the growing ties between Commodore and *Amiga Format*, which have been increasing since *Amiga Format* organised and gave its name to the highly successful World of Commodore show, but also we believe it to be the largest ever advertising campaign to be launched by a home-computer magazine.

Once again, *Amiga Forma*t, the world's biggest-selling Amiga magazine, is setting new records! And we've just got time to say hello to any new readers who have come to the magazine after seeing the advertisements. Welcome to the brightest and best home computer magazine there is, the world's largest club for Amiga owners!

A500 Plus memory configurations confirmed

Further to last month's exclusive in-depth look at the new A500 Plus, we've managed to confirm a few details about memory expansions. It is now apparent that you can have an increased maximum of 2Mb of chip RAM as part of the 9 Mb total. Existing A500 'trap-door' RAM expansions are fine for use on the A500 Plus, with the proviso that only 512K of memory will be recognised by the new machine: so larger expansions are a shade redundant.

Already several firms are producing special RAM expansions for the A500 Plus, though we're still waiting for Commodore's official A501 1Mb expansion. Phoenix have announced a range of expansions, kicking off with a 512K expansion expandable to 1Mb using 256-by-4 DRAM chips and costing £34.99. Its complete big brother, the1Mb RAM module, will cost £49.99. Both expansions add to the Chip RAM total of the machine.

Centresoft, meanwhile, are putting a number of new RAM expansions into shops around the country in time for Christmas, under their Addxtra brand name. The 1Mb model for the A500 Plus will cost £49.99 and a 4Mb unpopulated board is available for £59.99, with DRAM chips coming in packs of four (512K) for £5.99 each. Keep a look out for them in your local store.

Phoenix 0532 311932



A500 Plus compatibility: the continuing story

We were expecting a flood of details coming in about more software that won't work on an A500 Plus, but we've not had any such thing. We have, however, had details passed on to us by trade magazine *CTW* of a number of titles which an independent tester has found not to work: these are printed in full on Page 18.

In last issue's 'Inside the new Amiga: compatibility' we listed all the titles so far known not to work. We also included a number of brand-new games which we had tested in the pre-release version and found not to work, and we can confirm that they do now work in the final version. This includes such titles as the excellent *James Pond: Robocod* and Knights of the Sky.

Compatibility problems (software not running on the new machine) are for the most part limited to older games (a year or more old). Anyone who is thinking of upgrading their Amiga to the new Workbench 2 system and has a collection of older games they don't want to lose would be well advised to invest in a ROM sharer. These gadgets allow you to install the new Kickstart 2 ROM while keeping your Kickstart 1.3 ROM in the machine too.

The latest on the market is from Centresoft's Addxtra label and will be available now at computer stores for £29.95. Phoenix also have a ROM sharer costing £24.99, with Kickstart 1.3 ROMs available to A500 Plus owners for £29.99. Phoenix say that all compatibility problems they have so far encountered are solved by switching back to the 1.3 ROM.

Phoenix 0532 311932

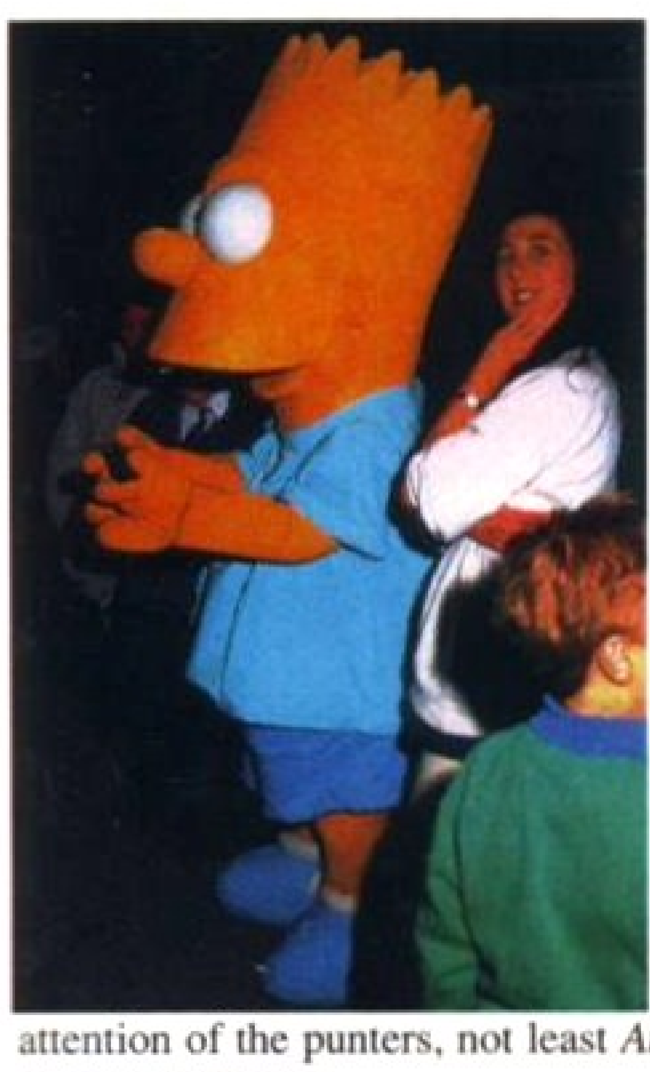
World of Commodore Show hailed as



With *Amiga Format* organising and presenting it, it could hardly go wrong. But the revitalised World of Commodore show (Earls Court 2, November 15-17) more than lived up to expectations, not only breaking all attendance records for a single-format computer show, but also creating a buzz of excitement that looks very promising for next year's event.

The show surprised many people by achieving the same exciting mix that characterises *Amiga Forma*t, all the glitz and glamour of the games software houses, adding their spice to the dedicated enthusiasm of the 'serious' manufacturers and distributors, while consistently the busiest part of the show was the Christmas Shopping Mall. Many a bargain walked out under the arm of a happy purchaser.

"I wish there were Amiga shows like this in the States", commented Gregg Garnick of US hardware developers GVP. He was referring to the edge of fun added by the presence of the games softies, but in their own way GVP caused just as much of a stir to the show with several major announcements (more later).



Ocean showed off in good style, with the most impressive exhibit of the show: a complete fairground Waltzer, which was giving free rides throughout the three days. They also had coin-ops *Smash TV* and *The Simpsons* on free play, which consistently attracted the attention of the punters, not least *Amiga Format's* very own Maff Evans!

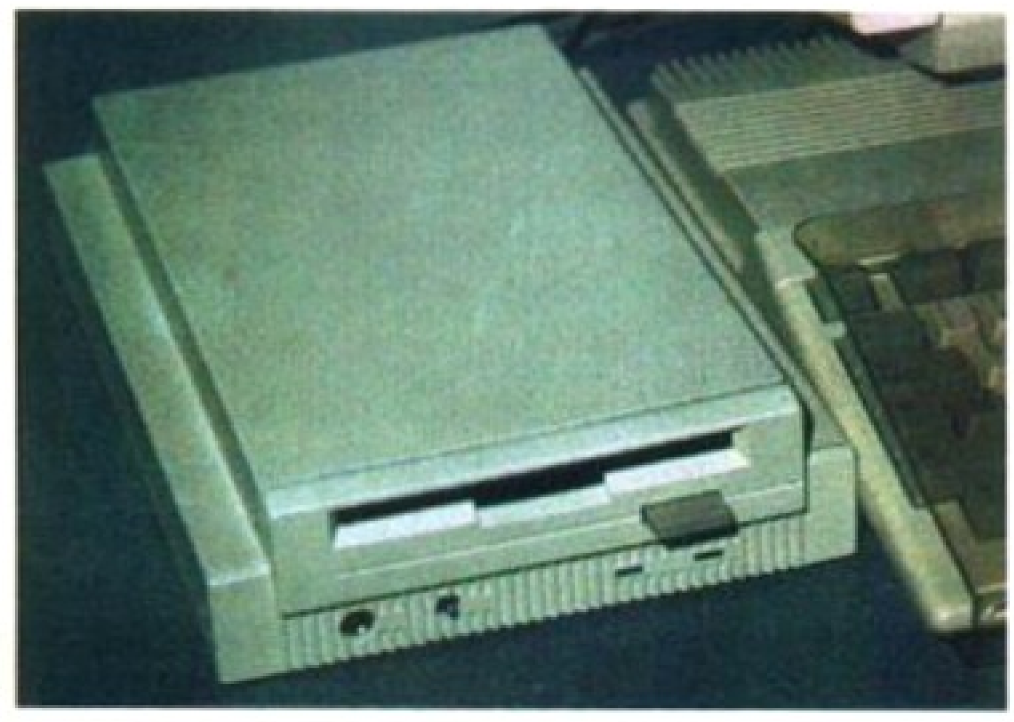
Gremlin were not far behind with their four-player *Lotus 2* competitions attracting a good deal of interest. Micro Prose were also in a racing mood, with *Formula 1 Grand Prix* on big-screen play and chequered flags picking out their stand. Electronic Arts were sticking to the business in hand, with the opportunity to try *Deluxe Paint IV* with lots of people watching your efforts on their large-screen display: and *Populous 2*, just finished on the Saturday of the Show, getting the attention it thoroughly deserves.

Psygnosis were getting passers-by heavily involved by having a game of *Leander* played on a huge screen, while Mindscape sat behind rolling video demos, and the Bitmaps' stuff attracted a considerable amount of attention. Virgin had all their wares out on display, including the new *Space Shuttle Simulator*, and Jimmy White was wandering around, signing copies of his Snooker game. Some rather more glamourous celebrities adorned the System 3 stand, where you could get your photo taken with a top Page 3 model. Comments like "Can I have a look at your *Fuzzball*?" were not probably appreciated.

It wasn't a big show for new game announcements, with the Christmas line-ups mostly confirmed, but it was a great chance to decide for yourself what would be the best this year. It was, however, an exciting event for the more serious side of the machine, and full details follow on these pages.

All in all, it was an exciting, interesting and very popular event: the doors had to be closed in the morning on both the Saturday and Sunday as the hall was packed to capacity. And it's a big hall. The queues outside were kept entertained by jugglers and an amazing robot dancer.

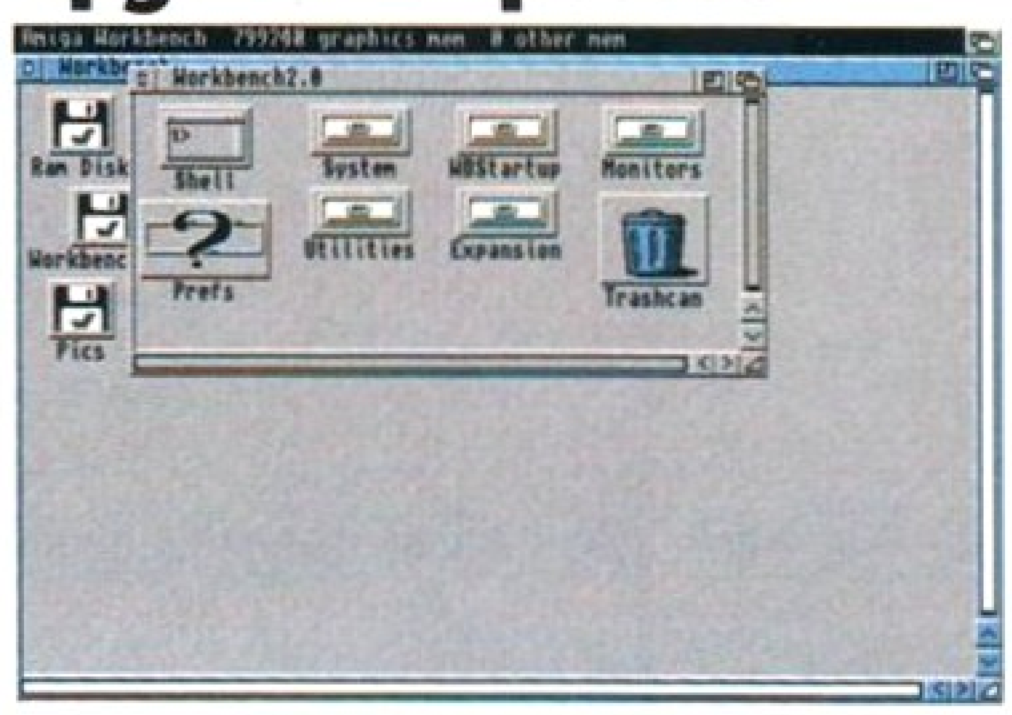
Of the 36,000 people who flooded through the doors during the course of the show, very few were C64 or PC owners. With the success of this year's event, both among the visitors and with the exhibitors, it's looking good for an even bigger and better event next year: and, who knows, by then it might simply be the Amiga Show!



A690: the first look

Many people missed it, lurking quietly on the Commodore stand in its non-descript case: but the A690 CD-ROM drive, which will bring CDTV titles to the Amiga, was seen for the first time in the UK. It's an ugly object, larger and more unwieldy than you would expect. Release is now expected in February, with the price hoped to drop as low as £259. The current version will only work with Kickstart 2: something of a surprise, as the CDTV has a 1.3 operating system installed. But this is one of the wrinkles which will be ironed out before final release.
Commodore 0628 770088

Workbench 2 upgrade exposed!



The details of Commodore's upgrade pack to Workbench 2 were confirmed at the Show. The pack, containing the Kickstart 2.04 ROM, the three Workbench 2.04 disks and manuals is available now and costs £79. You can get it fitted for about £10 more. We'll be taking a good look at what you get for your money and whether it's worth your while upgrading in the next issue of *Amiga Format*.
Commodore 0628 770088



Were you one of the 36,000 people who attended the show?Can you identify yourself among all these punters?

enormous success



Big announcements for CDTV

Commodore's new TV advertising campaign for the CDTV reveals an interesting new angle: it's been renamed the Amiga CDTV, acknowledging the power of the Amiga name. It's also dropped in price by £100 to £499, which in itself should encourage sales. But there's more to follow.

From about February next year, CDTV will get the added graphics power of DCTV. Ignore the confusion of all those letters: DCTV is an add-on graphics box for the Amiga, a bit like the HAM-E, which adds extra colours to the Amiga's display. Effectively, it means 24-bit 'True Colour' pictures can be displayed on the Amiga.



The crux of the matter is that the DCTV hardware is small enough to be fitted inside the CDTV case. From about February it will be, with a separate upgrade available for existing CDTV owners at the cost of £50. When CD titles appear using the extra colour provided by the DCTV, it could give the CDTV the edge it needs in the hotly-contested race for domination of the CD-ROM market. It's an exciting time for the future of computing.

Commodore 0628 770088

GVP go all out on A500 hardware

GVP, the biggest third-party manufacturer of Amiga hardware in the world, were perhaps a little surprised by the dominance of the A500 in the UK: over in the States, most Amigas are very worthy and hard-working 2000s and 3000s. but they were all ready for it, with some of the most exciting A500 hardware developments ever seen.

The world premier of a new accelerator caused a few raised eyebrows: the 40MHz 68040 accelerator will be incorporated into a revised Series II A500HD8+, giving an all-in-one combination of the best hard drive we've ever tested along with RAM expansion capacity of up to 8Mb and a top-notch accelerator. That's serious A500 expandability! The new combined unit will be available early next year and a price is not yet set: an upgrade will be offered to existing HD owners, because the new unit is slightly altered to accommodate the accelerator.

A UK price drop for the basic Series II A500HD8+, down £100 to £399, was also announced. This will of course get you a basic 52Mb model, but with no added RAM but it is an excellent opportunity for any new Amiga owner that is contemplating getting a hard drive. There was some equally aggressive price tagging for the new DSS (Digital Sound Studio) sampler, now only £59.

GVP are now badging an adapted version of Vortex's ATonce PC emulator, which will be available as a plug-in card to go on the expansion port on the side of the Amiga, rather than underneath. It can also be combined with the HD8+ hard drive.

Also on show were the amazing IV24 24-bit frame-buffer card and the very rapid G-Force 68040 accelerator for the A3000, currently the fastest there is. We hope to review both soon.

Silica 081 309 1111

Tinkling the ivory keyboard

Two revolutionary new music-teaching systems were launched at the show. Mindscape's Miracle Piano Tutor incorporates a dedicated keyboard and software for the Amiga, using the computer display to create an easy-to-follow learning system, starting with the basics and moving on up. It will cost £299. Virgin's MusicColor for the CDTV uses the famous Candida Toobin's colour-based music teaching system to inculcate the basics of music reading and the techniques of composition. A price has not yet been set.

Programmers' joy!

One of the major new releases of the Show for hard-core Amiga users was the latest version of HiSoft's DevPac assembly language. DevPac 3 is now 40 per cent faster than the previous release, and supports all Motorola processors from the 68000 up to the 68040, including maths co-processors. It also features a Workbench 2-compatible Editor with many improved features, and the debugger is updated to work at source level. DevPac 3 will cost £69.95, with an upgrade for existing DevPac users costing £34.95.

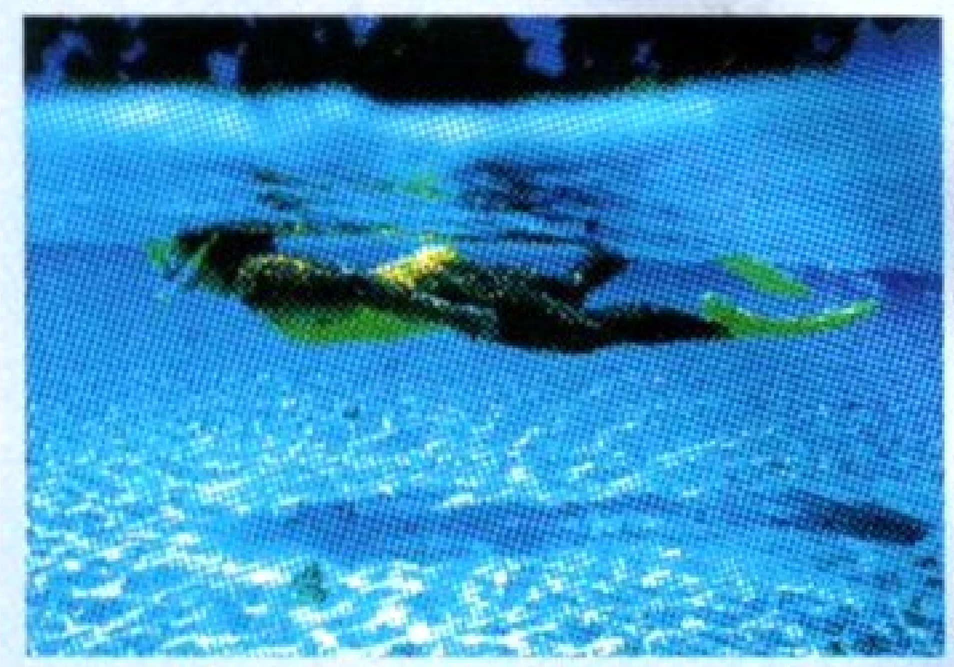
HiSoft 0525 718181

Digitiser maestros go animation!

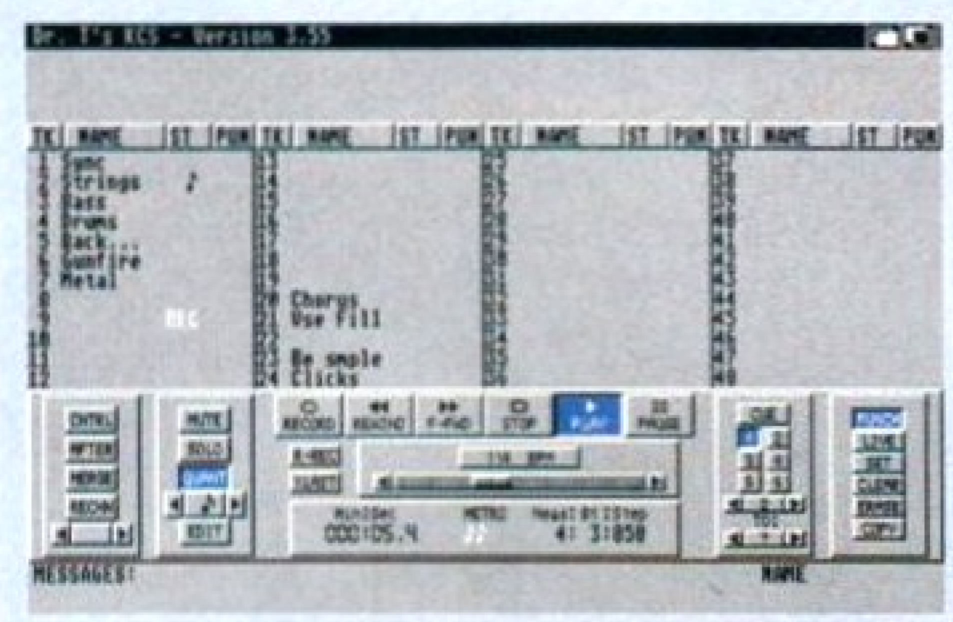
Rombo, famed for their digitisers, were showing for the first time anywhere their revolutionary new high-value animation system. It's basically a HAM animation system, which makes it possible to grab images using the Vidi digitiser and use them in your animations: but the difference between this and something like *Deluxe Paint IV* is that it incorporates all the features you would expect in a professional studio animation set-up, all at the high-value price of £99.95.

Rombo have also announced a clever new adaptor for their digitiser that allows you to use the expansion port on the side of the Amiga rather than the parallel port, giving double the speed. It costs £69.95 and comes with enhanced versions of the Vidi-Amiga and Vidi-Chrome software.

News in brief from around the show

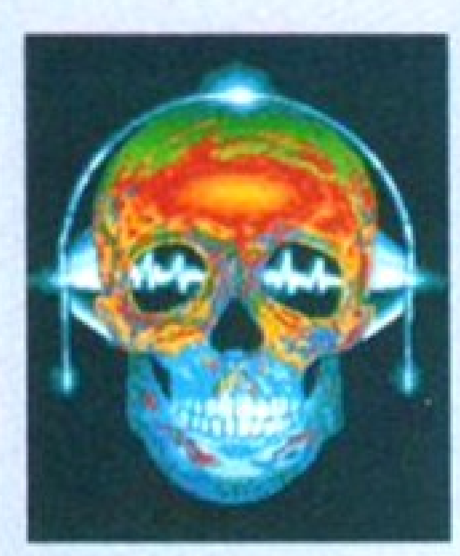


Checkmate Digital were showing not only the excellent HAM-E pseudo-24-bit colour box, but also the latest software for the system: *HAM-E Spectracolor* (reviewed this issue) and the almost-finished HAM-E version of simple 3D design program *Caligari*. Their A500 recase Tower System was also on display and looks very promising indeed.
Checkmate 071-923 0658



Zone Distribution were making a noise with Dr T's *KCS* and *X-Or*, as well as demoing for the first time in the UK Blue Riband Bakery's JAM, a composer system which allows you to create tunes in particular musical styles.
Zone Distribution 081-766 6564

Soft-Logik were previewing *PageStream 2.2*, the enhanced version of their top-end DTP package. New features include better printer drivers with plotter support and compatibility with the Hotlinks system that allows any file being edited to be updated from two versions concurrently.
Soft-Logik 0101 314 894 8608



Microdeal demonstrated (noisily, too!) the new StereoMaster sampling system (as seen on the Coverdisk) and the revised AMAS2. More details in the imminent reviews.
Microdeal 0726 68020

Rossmöller, a German firm, had a whole host of RAM expansions, hard drives and accelerators plus a very new idea: a back-up system that saves data to a normal VHS video recorder. They currently have no UK distributor.
Rossmöller 01049 222 513 596

Performance Systems have now made their Mandala virtual reality system commercially available. The basic system allows a picture of the user from a video camera to be locked into a computer display, while a more advanced version adds pre-recorded video images too.
Performance Systems 081-207 2256

AEGIS

SoundMagic™

ALSO SOLD AS SOUNDMASTER

Get the sound in and get it right with Aegis SoundMagic. Higher sampling rates and quality built-in from the components up gives you results on your Amiga computer that rival CD sample frequencies. Built-in microphone lets you take quick samples from any sound source. Now includes AudioMaster IV for improved results—even at lower sampling rates

High speed stereo digital audio sampler



SoundMagic features include:

- **Input from any sound source including CDs and microphones—mix or dub over sound samples.**
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- **Compatible with AmigaDOS™ 1.3 and 2.0**
- **Works on any model Amiga computer—including the Amiga 3000**

Includes AudioMaster IV

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AudioMaster IV™

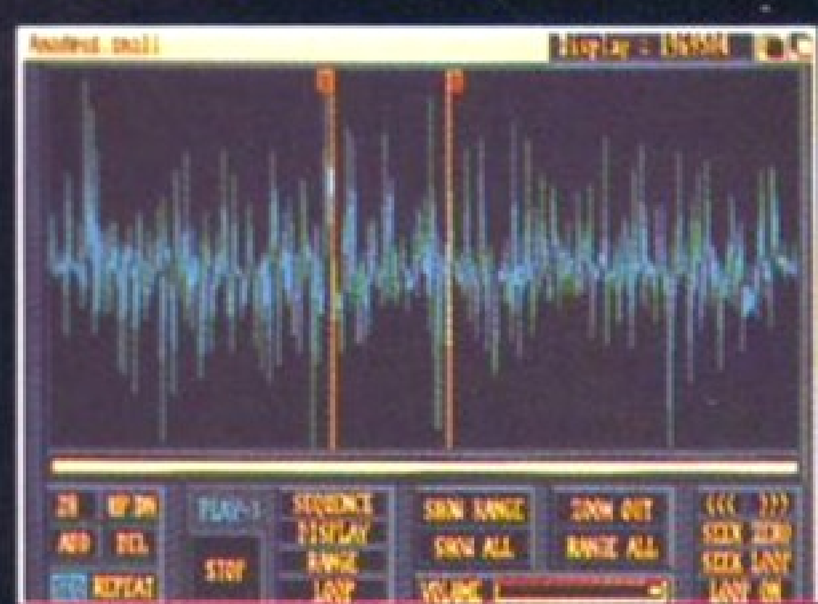
INTRODUCING A MAJOR NEW RELEASE

Painting With Sound

AudioMaster IV brings new features to the best-selling sampling software for the Amiga computer. With the new Oversampling feature, play sound files of outstanding audio quality—even if originally sampled at low rates.

New features with AudioMaster IV:

- **Up to 4 times Oversampling**
- **Pitch vs Time stretch-compress**
- **Digital Filtering**
- **Real-time Pitch Bend, Zoom, Scroll**
- **Auto hardware Filter Control**
- **User-called DC offset compensation**
- **On-screen Time and Position marks**
- **Progress meter with audio feedback**
- **Faster screen update**
- **Optimized Echo, Mix, Ramp functions**
- **Keep function**



Plus Improved Bonus Programs

- **Audio Disk Jockey (new)**
- **Simulated CD Player with Oversampling**
- **PlaySound with Oversampling**

Plus the features which made AudioMaster the leading sampling software:

- **High-speed sampling to 56K in stereo**
- **Loop sequencing—up to 999 loops per sample. Loops can be played back in any order, to recreate the sample as a smaller file, rearrange it, or do effects such as "stuttering".**
- **Interactive waveform editing in stereo— create effects like real-time echo, delay and flange. Mix in positive and negative flange, reverse, ramp up or down, do inversion and Mono-to-Stereo conversions. Add backward masking, digital filtering, pitch and time change.**



AudioMaster IV supports all available digitizers for the Amiga, including PerfectSound™ 1,2, and 3, Future Sound™ 500, Mimetics™, StarSound™ and A.M.A.S.™

Rates to 56K in stereo available only if Amiga has a 68020/30 processor, and sampler is capable of these speeds.

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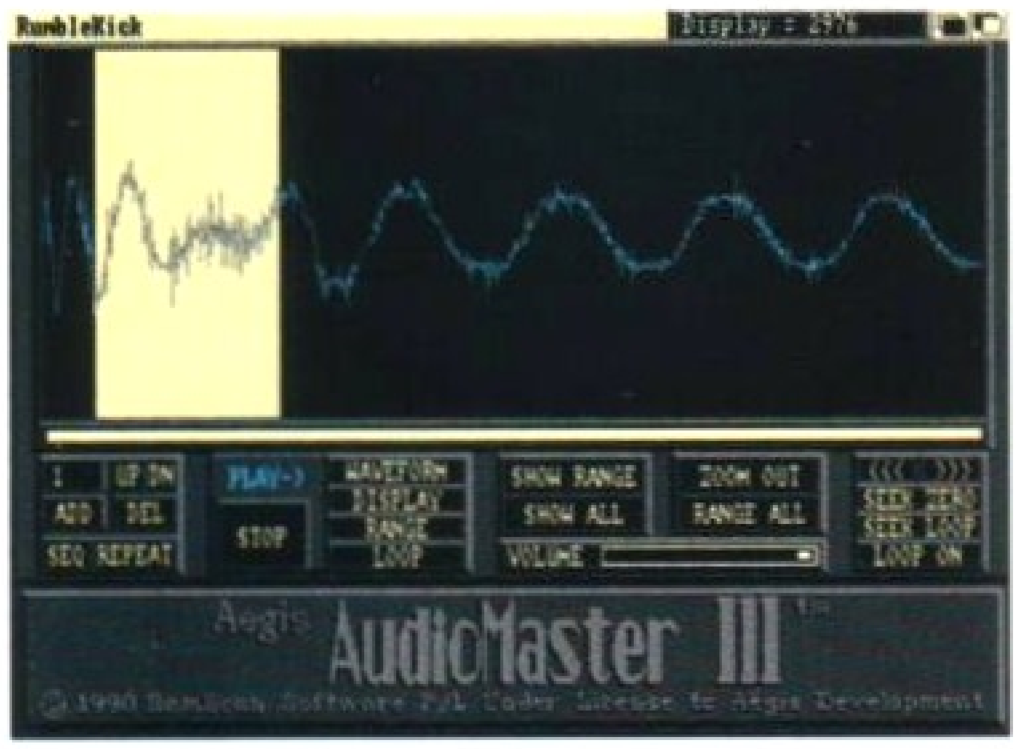
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AudioMaster IV leads big Oxxi-Aegis announcements



Soon to be auditioned is version *IV* of *Audiomaster*. It's only one of the new releases on the way from Aegis.

AudioMaster III, the top sampling software, has been coming under some heavy fire lately, with *Audition 4* (reviewed in the last issue) in particular challenging it for the 'best sampler' title. Sample fans everywhere will be pleased to learn that a new version is on the way very soon, leading a new wave of releases from American software producers Oxxi.

AudioMaster IV will include oversampling to give greatly increased sound quality and stretching or compression features that can actually change the length of a sample without altering the pitch, which was previously the domain only of the best hardware samplers. It also comes with a bonus program called *Audio Disc Jockey*, which allows you to play samples live at the click of a mouse. It all sounds incredibly impressive and we're looking forward to reviewing it very soon.

Also on the way from Aegis are *Presentation Master*, an all-new system for creating business presentations written by Gary Bonham, the man behind the Amiga's ANIM file format, and a new version of the *2D CAD* program *Aegis Draw 2000*, which will feature many important little improvements. More news on that little lot as soon as we have it.

SCALA moves onwards (and downwards!)

SCALA, currently believed to be the UK's best-selling desktop video program for the Amiga, is going from strength to strength as it finds its way into a number of interesting applications and becomes available in an Amiga 500 version.

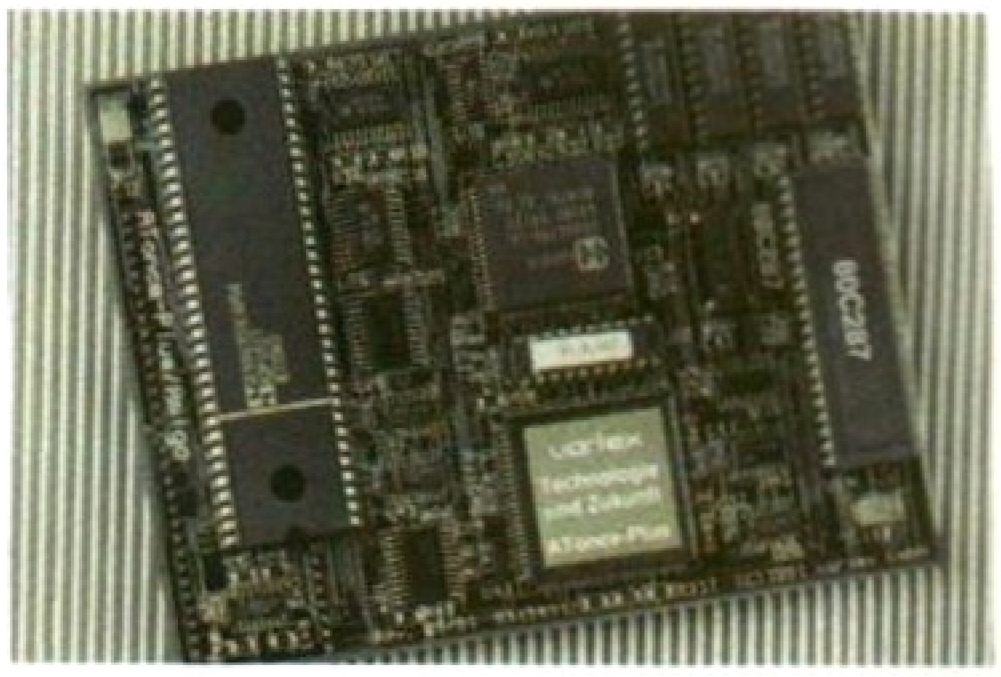
SCALA 500 is aimed more directly at home video titling than its sophisticated, professional big brother. Digital Vision have done an excellent job on cutting it down, while retaining the ease of use and high-quality results associated with the SCALA name. Unfortunately, no price is yet available.

Meanwhile, you can expect to see SCALA-produced presentations appearing all around you in the near future. Digital Vision are having great results pushing the Amiga into corporate environments.

And if you're in London, try and look out for the new London Transport information shops, where screens produced on SCALA will be running constantly. It's a really exciting time for the Amiga, which is the ideal platform for information systems such as this one.

Silica 081-309 1111

PC Emulator for A500 Plus



One of the potential problems with the A500 Plus is that the new configuration of the trap-door slot means that normal A500 version of the Vortex ATonce PC emulator will not work on the new system. Vortex, a German firm, have been beavering away on the problem and have come up with a new, improved A500 Plus version.

It's a complete AT emulator, as before, with the PC emulation running as a task under AmigaDOS, which keeps everything nice and tidy. The board includes the 16-bit CMOS 80286 16MHz PC central processor, as well as 512K of fast RAM and a socket for an optional 80C287-12 maths co-processor. The board is available now, costs £199 and we'll be testing one in the next issue of *Amiga Format*.

One curious sideline on the PC emulator story is that we've just heard that PC owners will soon be able to buy an Amiga emulator! The board comes from Germany, and is effectively an Amiga on a card. Although no further details are currently available, we'll bring you the full story soon.

Vortex via Silica 081-309 1111

1st Down and a month to go!



Due to the game's popularity on the Sega Megadrive we'll soon be joining the likes of big, bad Barry White as fans of *John Madden's Football*. Channel 4 has a lot to answer for.

At long last the full potential of American Football has been recognised and harnessed for the Amiga. Electronic Arts have announced that they are converting *John Madden's Football*, hopefully in time for this year's Superbowl XXVI. The game is being converted and upgraded from the Sega Megadrive title. Using the latest player stats, the teams' potential and performances should be as realistic as possible, with you making those vital play calls that turn games.

John Madden's Football is the best-selling US Sega title of all time – even beating Sega's own figurehead, *Sonic the Hedgehog*. The game reflects every aspect of Grid Iron from pitch conditions down to audible calls at the line of scrimmage. And even at the demo stage it already looks like being a cracking implementation of the game, being easy to play but crammed full of tactical possibilities.

The quality of the Sega game can be seen in the fans it attracts: World League Champions the London Monarchs and Soul superstar Barry White are self-confessed addicts. EA are promising that *John Madden's* will be even better on the Amiga using 60 on-screen colours and a revised player interface.

The project is being handled by Electronic Arts' in-house coding team, who have turned the title into an Amiga reality in less than six months. With luck the game will be available in late January, so we could all be enacting this year's Superbowl before a ball is kicked in the Hubert H Humphrey Metrodome. Grid Iron fans should check out our in-depth preview next month.

OctaMED will work on an A500 Plus

Last month's giveaway of superior tracker program *OctaMED* was slightly marred for A500 Plus owners by the news that it won't run on a Plus. But it can! All you have to do is strip out some less-than-legal coding from the Startup-sequence. All you have to do is remove the offending lines calling the programs new and vec, and you're away.

Three go out of business

Three firms have ceased trading this month: Studio Software, Digicom and Original Media. Readers should not order anything from their advertisements in previous issues of the magazine. Anyone who has an order outstanding from these firms should write to Katrina Windows of our Advertising Services Department at our Bath address.

A590 troubles with WB2

You'll have problems installing Workbench 2 on your A590 hard drive because the install procedure specifically asks for the Workbench 1.3 disks. You can, however, get round this. Either cheat by renaming your Workbench 2 disks to 'Workbench 1.3' and 'Extras 1.3', in which case you'll have to tidy up at the end by copying across a lot of the new icons, or use Ed on the HDInstall program, replacing references to the old Workbench disks with the names of the new ones. Either way, run the new Fountain program afterwards to put the new fonts on your hard drive. Thanks to Graham Evans of Farnham for the information.

A500 Plus incompatibility: the story continues...

As we suspected, a lot of older games won't run on an A500 Plus. Here's a list provided by retailer Tim's Megastore and trade magazine *CTW* of the latest non-running software. Note that *Cybercon II* and *Out Run Europa* are currently being updated by US Gold to work.

Atron 5000

Bubble Bobble (Addicted to Fun and Hit Squad versions)
Beam
Beverly Hills Cop
Black Tiger (Platinum version)
Bombuzal

Captain Blood
Chaos Strikes Back
Chicago 90
Classic Four
Cogan's Run
Crystal Hammer
Custodian
Cybercon III

Double Dragon II
Dragon Ninja
Dynamite Dux

Eliminator
Elvira
E-Motion
European Super League
Exolon (Premier version)
Extensor
Eye

Falcon
Fantasy World Dizzy
Fast Food
Final Fight
Flintstones
Four x Four
Fusion
Future Dreams
Full Contact
Fun School

Galdregon's Domain
Ghostbusters II
Ghouls 'n' Ghosts (Platinum version)
Giganoid
Goldrunner
Grand Monster Slam

Hellraiser
Heroes of the Lance
Hole in One

Impossamole
Incredible Shrinking Sphere
Insanity Fight
Iron Lord

Joe Blade 2

Kenny Dalglish Soccer Match
The Kristal

Leonardo

Mail Shot
Major Motion
Mike Read's Pop Quiz

Nebulus
Netherworld (normal and Premier versions)
No Excuses

Oil Imperium
Operation Wolf
OutRun
OutRun Europa

Paladin
Peter Beardsley
Phantasm
Plundered Hearts
Purple Saturn Day
Pursuit to Earth

Roadblasters
Run the Gauntlet
RVF Honda

Scramble Spirits
Seven Cities of Gold
Shadow of the Beast
Slayer
Star Breaker
Star Wars
Steel
Strange New World

Transputer
Treasure Island Dizzy
Trip-a-Tron
Turbo

UMS

Virus Killer

Wicked
Wizball

Zynaps (Premier version)

Willy bites back!



Jet Set Willy, the classic 8-bit platform challenge, is finally coming over to the big boys on the Amiga. Software Projects, who also designed the Amiga flavours of *Manic Miner*, are at the moment working on the sequel, *Jet Set Willy*.

It should be available shortly after Christmas at a budget price. So if there are any nostalgia freaks out there who hanker after the days when the VIC 20 was king, they should be able to let the memories come flooding back and get down to some basic old-style computer gaming.

For further information call Computer Software Distribution, who handle Software Projects in the UK. 061 371 8423.

Protext: the proper price

The correct price of Arnor's *Protext 5.5* is actually £152.75 including VAT, not £180 as was stated in the November issue of *Amiga Format*. For those who are not at all familiar with the Format Gold word processor, it's generally accepted to be the best there is for raw word-power and it's the one we use to write the magazine. So at nearly £30 less than we first imagined, it's even better value.
Arnor 0733 68909

Philips Competition, Issue 29

There were a number of errors in the Philips CM8833/II monitor competition in the last issue, which may have caused a few problems. The correct code number for the Philips Personal CD Player is the AZ6897. The answer to question 3, "Which company makes the F-117A Stealth Fighter", was none of the three listed: it is in fact Lockheed, but any answer that you put down will be accepted.

We apologise for any confusion. Incidentally, in an upcoming issue we'll be taking a look at how the winner of our original Philips monitor competition survived the rigours of flying in the massive airliner flight simulator...

On the case



Premier Micros have unveiled their new range of Amiga consoles just in time for Christmas. The basic unit is the View Centre (£24.99) which slots over the back of the A500 to provide a monitor stand and shifts the joystick ports to the side. Next up is the Control Centre (£49.95), which adds a shelf to tidily contain peripherals, followed by the Control Centre Plus (£74.44) with its two layers of shelves. All are constructed in sturdy sheet metal and come in a colour-matched finish.
Premier Micros 0480 300738



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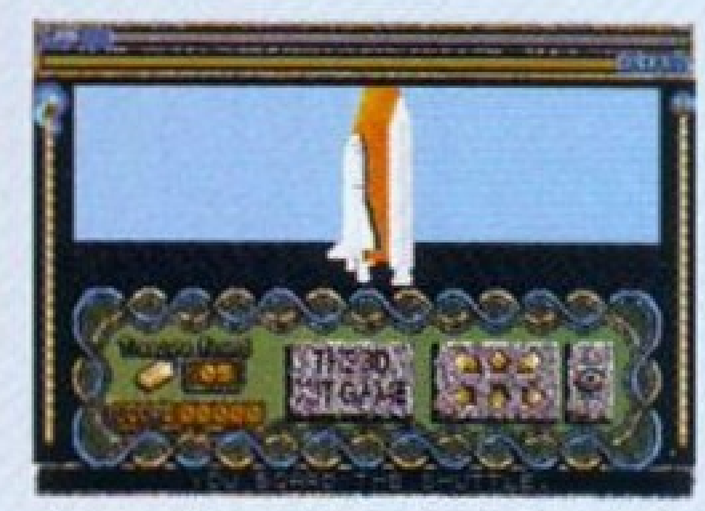
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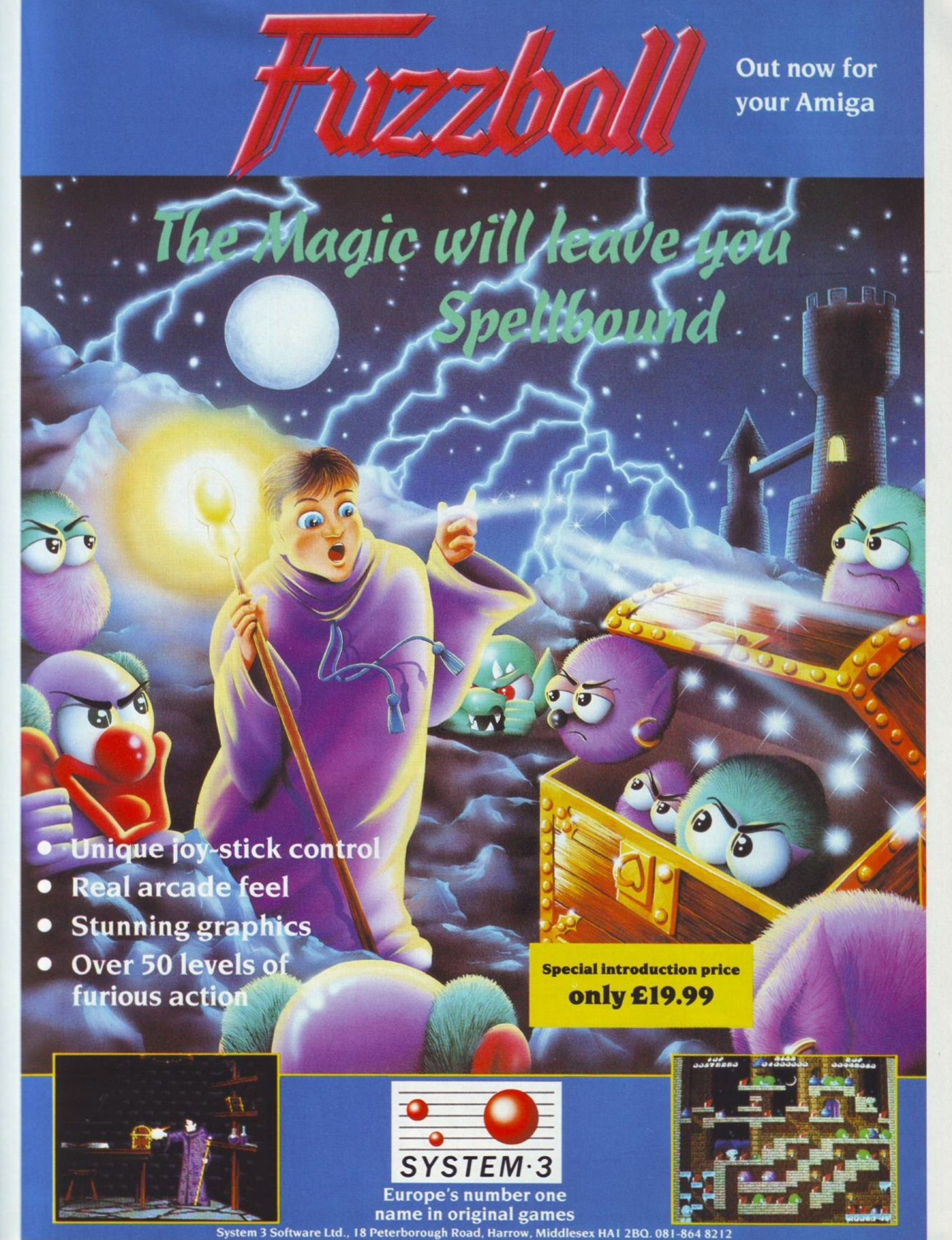
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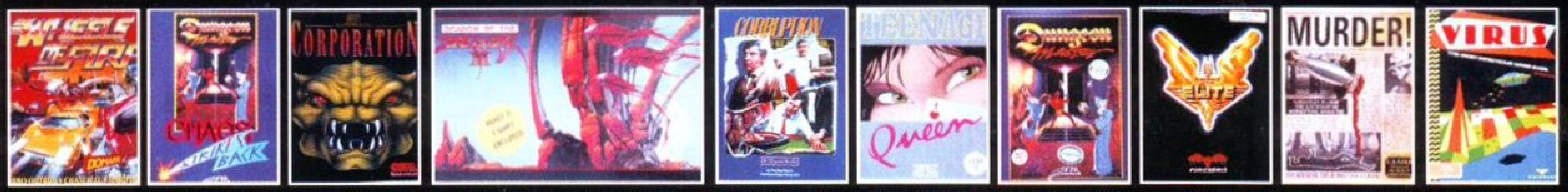
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Amiga Software --- Games marked (NOP) will not work on the AMIGA A500 PLUS.

What is an AMIGA A500 PLUS? Latest Amigas now selling have been updated with Kickstart 2, they have 1 meg RAM built in and are called the A500 PLUS. Some games are not compatible with these new machines.

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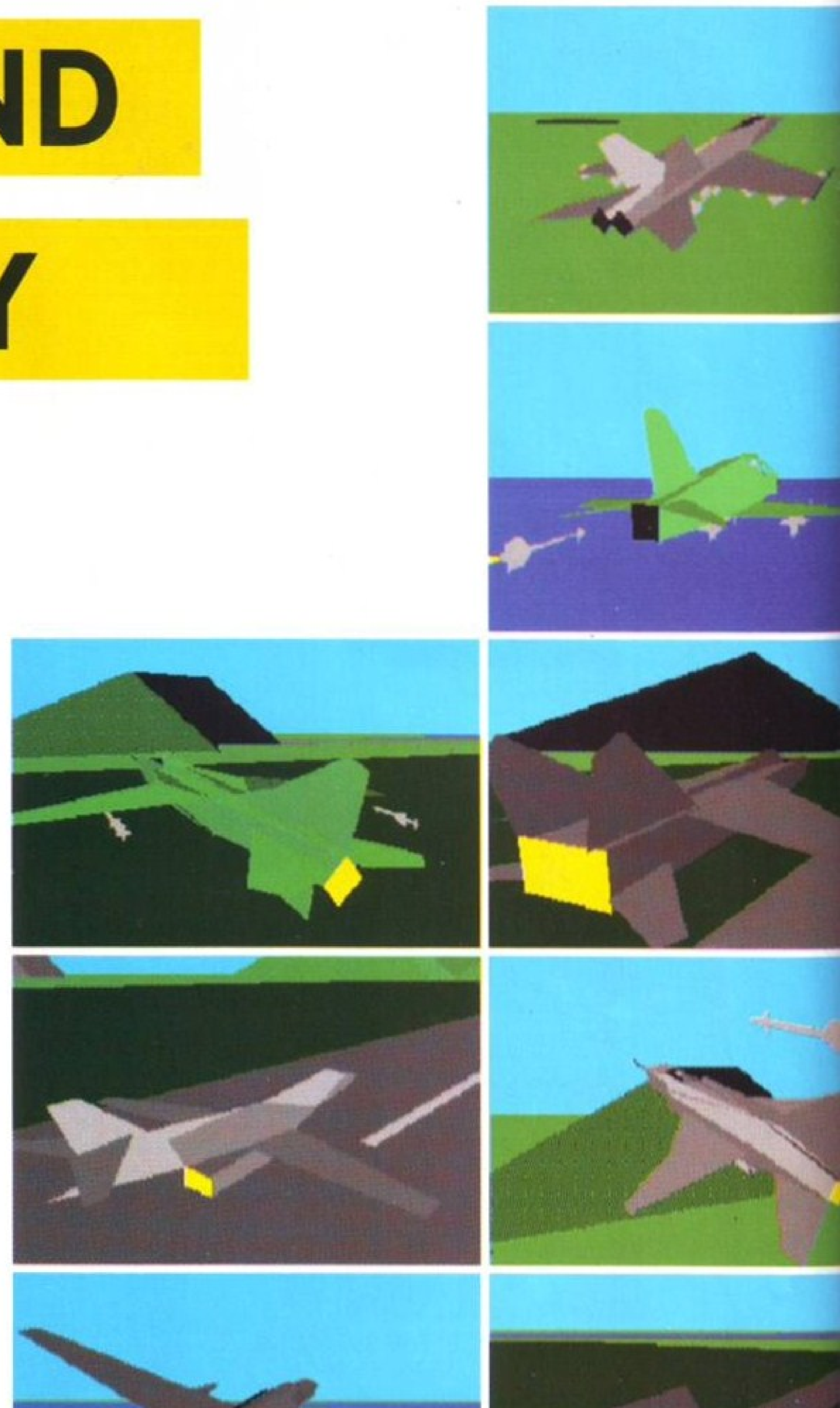
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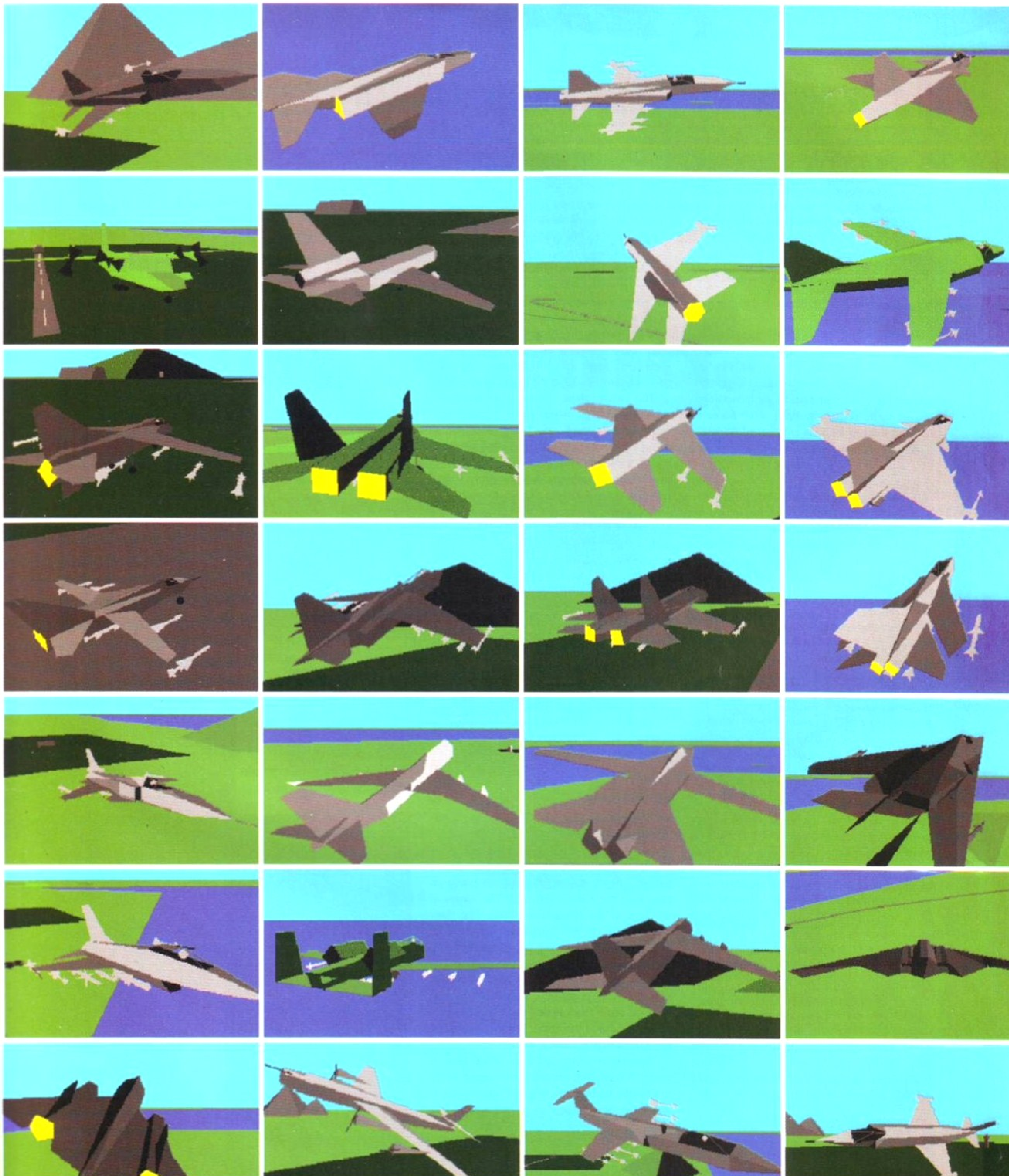
Four years in the making, Argonaut Software have devised what Jez San describes as "the most realistic and dynamic world ever created".

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Available late December for Amiga with 1 MB req.



It's been a big year for the Amiga. Not only has it come to dominate the home computer industry in Britain, but it's also undergone some immense changes for the better. **Damien Noonan** encourages you to sit back, relax and reflect with him on the year's biggest events, both for the Amiga and for the computer industry in general…

The yea

IN A REFLECTIVE END-of-the-year mood, we thought it would be interesting to discover how much the Amiga has dominated the leisure-computing scene in 1991. This industry is very aware of change, because if they miss out or they're too slow catching on – and there's been many cases of this over the last decade – the end can come very quickly.

Underlying this is the constant belief that sooner or later computing is going to become a proper mass interest thing: like hi-fi or video. In Japan, we are told, there's a games console by the video and TV in almost every household. Will that happen over here? And if so, what kind of machine is it that will be there?

Talk nowadays is of PC-compatible computers and games consoles. PCs are the standard business computer. There's millions of them all over the country and adults are increasingly buying them, perhaps to bring work home to but also to keep the kids entertained. Wisdom in the UK leisure-computing industry is that PC games are going to become big.

Games consoles: well, if you just want to play arcade games at home, what could be better? They are cheapish, easy to use, games come on cartridges (uncopyable in the home: an advantage for the industry). They are readily available through a toyshop, and a new generation of consoles, based around Compact Discs offering a whole lot more than just games, are on the way.

So these are the things concerning the industry. And in the meantime, what happened that almost caught them all by surprise? The Year of the Amiga, that's what.

It started about the middle of last year. The *Batman* pack for Christmas 1989 brought larger numbers of new Amiga owners into the fold than ever. Growth continued and the Amiga was coming into late 1990 looking like a hot favourite to be the biggest-selling computer of the big-buying season.

Whereas before, many games had been developed on the 16-colour ST and then ported to the Amiga, now developers were working on the Amiga with full 32-colour game graphics and stereo-sampled sound, then porting cut-down versions over to the Atari.

In March 1991, the first 1Mb Amiga pack was announced. By the middle of the year, more than 500,000 people in the UK owned Amigas. And throughout the year, sales of Amiga games dominated the charts, making up as much as 30 per cent of all games sold.

This Christmas, the Amiga - and the Cartoon Classics pack - is expected to outsell all other home computers. There will be more than 200,000 new Amiga owners by Spring 1992, bringing the UK total to more than 700,000. But what about in the future?

Throughout the industry, it's widely agreed this was the year of the Amiga: so much so that the industry newspaper *Computer Trade Weekly* devoted a special issue to contemplating its success. Yet even that was concerned not simply with analysing the past: the other question was how long could the Amiga last, and what would be next?

Yes, you guessed it: more discussions of PCs and consoles. These dominate the thinking of the UK software industry. Console manufacturers like Sega and Nintendo, who previously kept tight control over who wrote software for their machines, have opened things up so console versions of big Amiga games (*Lemmings* for instance) are now a possibility. And everyone's doing PC versions. Not selling them in quantity, maybe: but doing them anyway.

Now I know I'm pretty biased, but I reckon the Amiga has now, finally, arrived in its rightful position at the top of the tree, and it's not going to disappear again overnight. Used to rapid changes in technology, the computing industry forgets the Amiga has been around since 1985, and it's taken six years for its support to grow and flourish to the current position. Now it's here, it's going to stay.

But what about those rival machines. Would an Amiga owner prefer a games console? I don't think so. Sure, most Amiga owners play games, that's usually the main reason they have one. But the Amiga is more than a games machine: for years every Amiga sold has come with one version or another of *Deluxe Paint*, an example of creative potential of a real home computer. And a real computer with a real keyboard is so much more useful than a mere games machine.

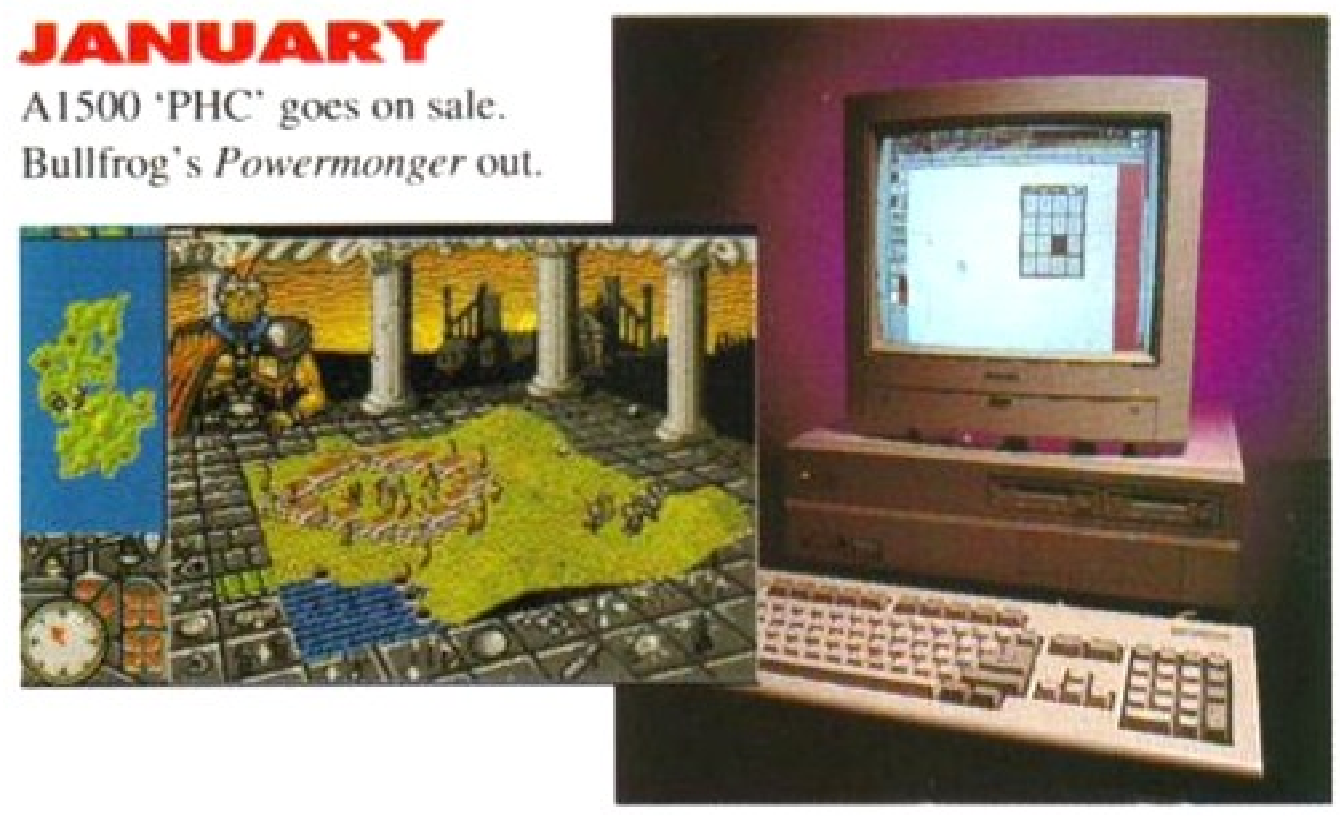
Will people prefer to buy PCs for the home? Well PCs are an archaic technology, not half as sophisticated as the Amiga. PCs are getting cheaper: but only with the expensive VGA graphics standard can you get games to rival the Amiga's. Even then, you have to worry about extra plug-in cards to get decent stereo, and there's no one standard. Amiga business software can take files from all the standard PC word processors, databases and spreadsheets and all you need is a £25 program called *CrossDOS* for the Amiga to be able to read the data straight from a PC-disk. The Workbench 2 operating system in new Amigas is as good as the expensive add-on Windows system on the PC: and all serious software works with it. The PC simply cannot compete in terms of price for performance.

So what of the future? Can we set a date on how long the Amiga will last? The Amiga is the Last of the Home Computers. The three 8-bit machines, the Spectrum, the Amstrad CPC and the Commodore 64, are growing old and fading, along with the waning Atari ST. The worriers are, in a sense, right: consoles will grow in popularity and PCs will get cheaper, more flexible and useable, and begin to sell for use in the home. But this will make the Amiga stronger, not weaker.

Because a standard PC of some kind is going to take over, no-one is ever again likely to develop a computer targeted specifically at use in the home. The Amiga is the last home computer. Since it's currently also the best small computer, and people want to buy computers not games machines, that means it's going to be around for a while. And if it keeps improving - which on the evidence of this last year, it is doing faster than ever before - it's going to be at the top for even longer. Here's to an excellent 1992!

JANUARY

A1500 'PHC' goes on sale. Bullfrog's *Powermonger* out.



FEBRUARY

Over 500,000 Amigas in the UK. *Lemmings* is Game of the Year.



MARCH

Amiga goes 1Mb at no extra cost with new Screen Gems pack. *SWIV* blasts to the fore.



APRIL

Amiga Shopper and *Amiga Power* laun[ch]. EA swing out with *PGA Tour Golf*.



THE YEAR AMIGA FORMAT HAD KIDS...

1991 saw the launch of two new Amiga magazines. First was *Amiga Shopper*, the magazine that's serious about your Amiga, with its snubbing of game reviews, its in-depth coverage of serious software, its comprehensive hardware and software buyers' guides and commitment to answering your problems. It costs 99p a month, but you don't get colour! Then came the bouncing young *Amiga Power*, the magazine with attitude, committed to proper, sensible game reviews, heaps of tips: and making its mark as the most readable and trustworthy of the games-only magazines. £2.95 gets you a Coverdisk containing demos and full games.

THE YEAR AMIGA FORMAT TOOK ON THE WORLD!

In the middle of the year *Amiga Format* became the best-selling Amiga magazine in the whole wide world when its official, independently-audited circulation topped 115,000 copies a month. We were the very first home computer magazine ever to achieve sales like that for many a year, and we're still growing fast.

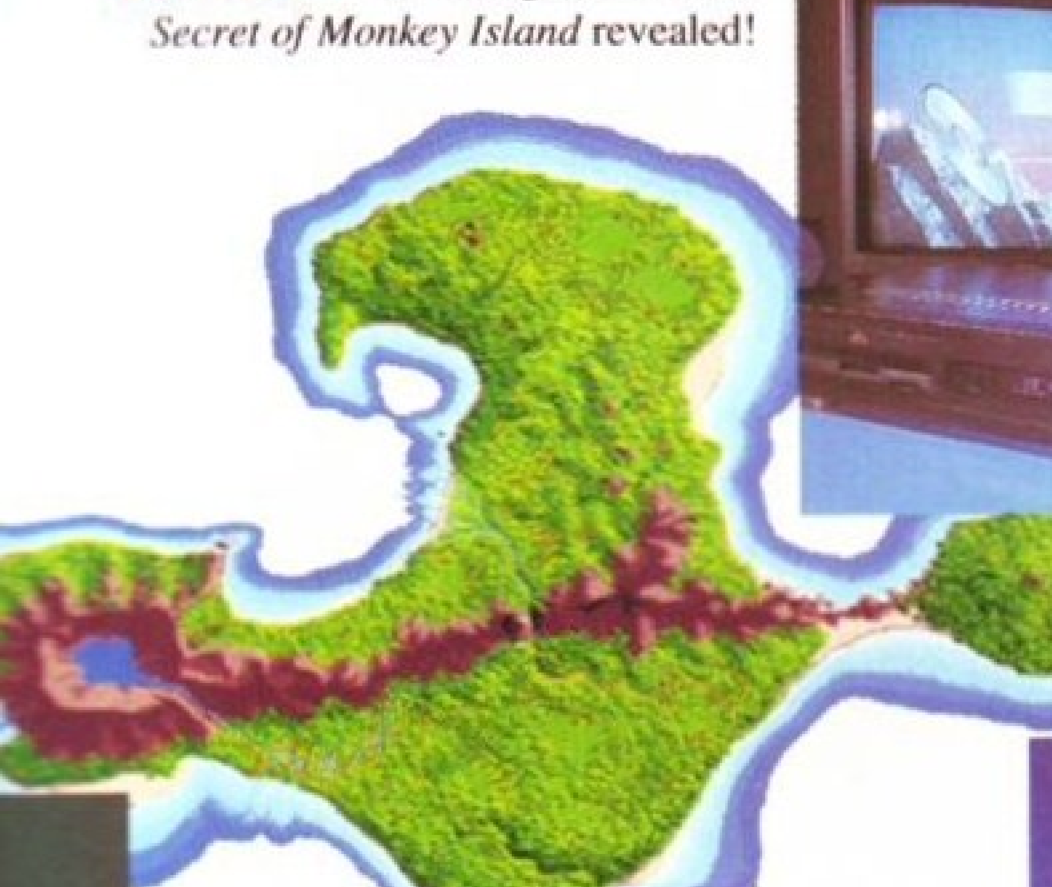
What's more, in an independent survey that was conducted by the trade magazine, *Computer Trade Weekly*, *Amiga Format* was voted the magazine that most helped shops decide what to stock, so our reviews are the most trustworthy in the industry. What more can you say?

THE YEAR AMIGA FORMAT GAVE THE GAME AWAY!

We pioneered a new idea when we gave away the 3D classic *Interphase*. The reaction from the industry was of concern: if *AF* gave you games worth £30 for nothing, who'd buy theirs? An agreement was reached and we were prevented from doing it again: but not before we'd given you *Balance of Power*, *Archipelagos* and *Vaxine!* Once again we've gone a step towards better value with this month's inclusion of top music and graphics software worth £160 in the Sound and Vision package.

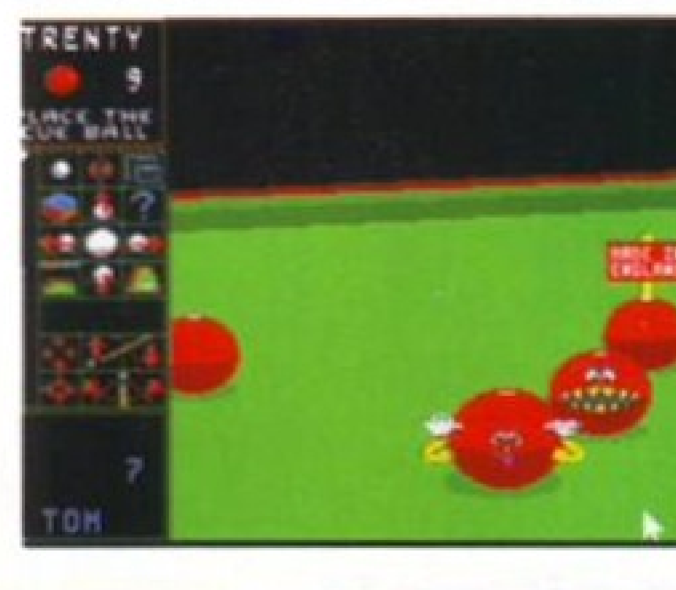
r of the Amiga 1991

MAY CDTV goes on sale.
Secret of Monkey Island revealed!

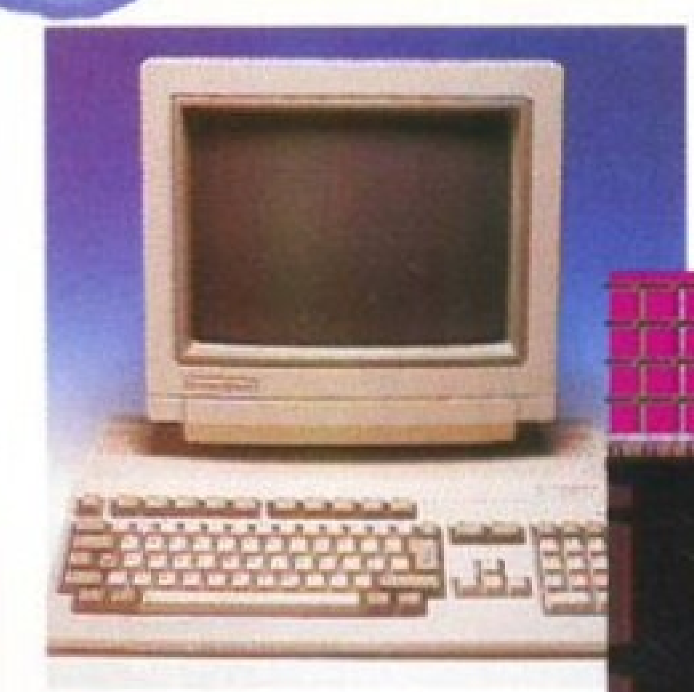




SEPTEMBER
Deluxe Paint IV goes on sale.
Jimmy White's Snooker hits the spot.



OCTOBER
New A500 Plus appears in shops.
First Samurai really cuts it!





JUNE
No more free games from mags.
Eye of the Beholder looks good.



JULY
True Colour really arrives.
Cybercon III: last 3D epic?





NOVEMBER
Amiga Format presents the World of Commodore Show: what a success!
Robocod: Xmas no 1?

DECEMBER
Amiga Format's Sound and Vision breaks new ground
Populous 2: Xmas no 1?

AUGUST
Cartoon Classics announced.
Good god: it's *Mega-lo-Mania!*





TOP 5 AMIGA ADVANCES OF 1991

It's been the most exciting year for the Amiga since it was launched. Here's the five events we think were the most significant...

1. The A500 Plus, October 1991
Not launched, it just appeared: probably because Commodore see it as simply a new version. The entry-level Amiga now has 1 Megabyte of RAM on board, the new improved Workbench 2 and the Enhanced Chip Set (ECS) for even better graphics. A world-beating system. And we covered it in full last issue.

2. The CD Amiga, April 1991
The CDTV is basically a CD Amiga, but we're still waiting for the CD drive for the A500, now expected March 1992. Compact disc technology is the future of computer -based entertainment and really does promise great things. It's a glimpse into the future. Get more info on Page 30.

3. True Colour, Spring 1991
The Amiga's wider talents for serious use are mainly in its graphics power, and if it wasn't to be left behind it needed True Colour. More shades than the human eye could perceive are now available, mostly priced for professional use but also in a cheap version. The whole story on Page 34.

4. Deluxe Paint IV, September 1991
Deluxe Paint is the most widely-used program of all outside games, and probably including them. The world-beater set a new standard in its latest version with the ability to use 4,096 colours in HAM mode as well as all the usual. The biggest software release of the year.

5. Cartoon Classics pack, July 1991
Definitely the best Amiga pack ever to go on sale, including at first a free RAM expansion to 1Mb and then the A500 Plus, as well as the truly superior *Deluxe Paint III*, the amazing hit of the year *Lemmings* and top names Bart Simpson and Captain Planet. What a combination!

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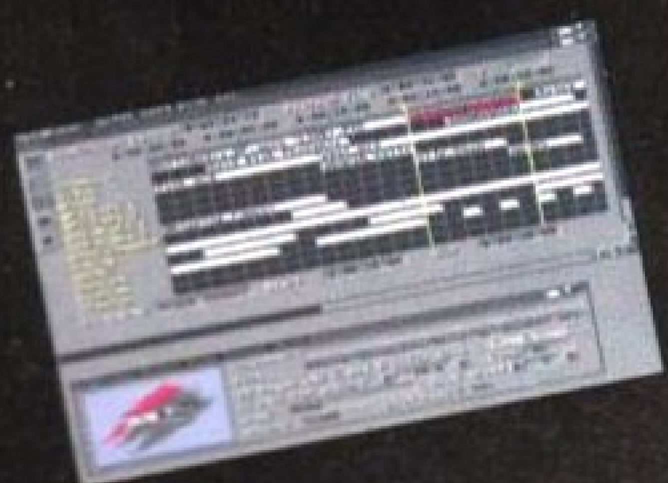
When it comes to productivity software, Gold Disk can provide everything you need. We are the leaders and we got there by providing the most professional products for the job. If you want to unleash some of the real power of your Amiga computer, we can help. If you're ready to get serious, you're ready for Gold Disk.



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HyperBook

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HyperBook is the ultimate Amiga tool for quickly and easily managing information and creating interactive presentations. Simply by pointing and clicking you can create applications like personalized appointment calenders, business presentations with interactive charts and graphs, and free-form educational teaching "books". "Value: Excellent. Nothing else on the market comes close." - Amiga Format 4/91.



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GOLD DISK

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...GOLD DISK Has Everything You Need.

"IS THIS THE FUTURE of home entertainment?" we asked on the cover of Issue 24, when *Amiga Format* was the only computer magazine in the UK to get its hands on a CDTV and find out what it did. The CDTV could be more important for the future of home computing than anything that happened in 1991: and it could be crucial for the Amiga.

In case you don't know what a CDTV is, we'll recap. On the outside, it's a smart, sleek black box a bit like a video recorder. On the inside, it contains the workings of an Amiga 500 but with two major differences: instead of a keyboard there's an infra-red remote control and instead of an ordinary disk drive, there's a Compact Disc mechanism.

Apart from being able to play music CDs, like any CD player, the CDTV can also use software stored on CD. This is still just Amiga software: but the difference is the amount of it you can fit on. A normal floppy disk for the Amiga holds 880K, a CD can store about 550 Megabytes of data. That's equivalent to 640 floppies. And remember, because CDs use digital information, they're ideal for computer use.

So what use is all this extra space? Well, for certain purposes, none at all. Arcade style games, like *Rainbow Islands*, *Robocod* or *First Samurai*, are designed very cleverly to work within the limits of RAM, the internal memory storage area of the computer, and wouldn't gain greatly by having lots of extra room.

But anything that is very dependent on graphics and text while not being too dependent on speed – and the obvious example is adventure games, like *The Secret of Monkey Island* - will easily be able to take advantage of all the extra space. With 550 Megabytes to play with, you have room for heaps more pictures, animations, text and even sampled sounds. And this opens enormous possibilities.

It would always have been possible on a computer as powerful as the Amiga to have, for example, an encyclopaedia of wildlife that when you looked up 'Aardvark' would tell you all you need to know in words, while also being able to show you an animation of the creature wandering through its natural habitat and playing a recording of the gloopy noises it makes while feeding. But you'd have run out of disk space before you ever got to Ant, never mind Badger or Camel. To do the whole lot properly you'd probably need all those 640 floppy disks: and never mind the cost, even finding the disk with the Aardvark on would be an absolute nightmare.

So CD storage has the advantage of very high capacity, which makes it possible to do things on a computer you might previously only have done in a book. But it also has the advantages of what's known as 'multimedia', which any computer guru will tell you is the Next Big Thing in computing. The essence of this is computers are better at sorting through and finding information than humble humans.

It brings all the advantages of the boring old computer database to interesting uses. So, for instance, while you could simply browse through your Animal Encyclopaedia from A to Z, you could also use it to pick out things of interest. If you wanted to know about animals that live in Australia, or mammals that lay eggs, you could get it to pick those out.

Or if you know that a particular animal looks a bit like a horse with a big nose, but you can't remember what it's called, you could look through pictures of horse-like creatures until you find the one you want, then find out all about it. And the beauty of doing it with a computer is that a well-designed program can make it all easy, presenting information on the screen as words or as pictures, for you to find your way through just by pointing at the thing you want.

The bare bones of it may not sound entirely thrilling, but the potential for CD-based computer software is enormous. CD-ROM, as it's known (ROM means 'read-only memory' and is just stuff stored on disk that you will use but not actually change) has been growing quietly for some time. You've been able to buy, for example, a whole year's worth of *Guardian* or *Times* articles on CD-ROM. Trouble is, you'd need an expensive drive and a PC to plug it into, and all you get is text.

CD is now about to take off in a big, big way. Both the CDTV from Commodore and the forthcoming CDI system from Philips represent one end of the market, aimed at non-computer users. That's why the CDTV pretends to be a video player: the idea is that people will see it as either a kind of video book, or as an 'interactive entertainment': in other words, a video you take part in rather than just sitting back and watching. They don't need to know about it being a computer.

The exciting thing for all us Amiga fans is that we'll get our slice of the action. Early in 1992, the A690 CD-ROM drive for the Amiga will go on sale, meaning we can run any CDTV software. This will not only make the Amiga the first home computer to have CD, it also means that we will have ready and waiting the largest range of CD-based software there is: the CDTV range.

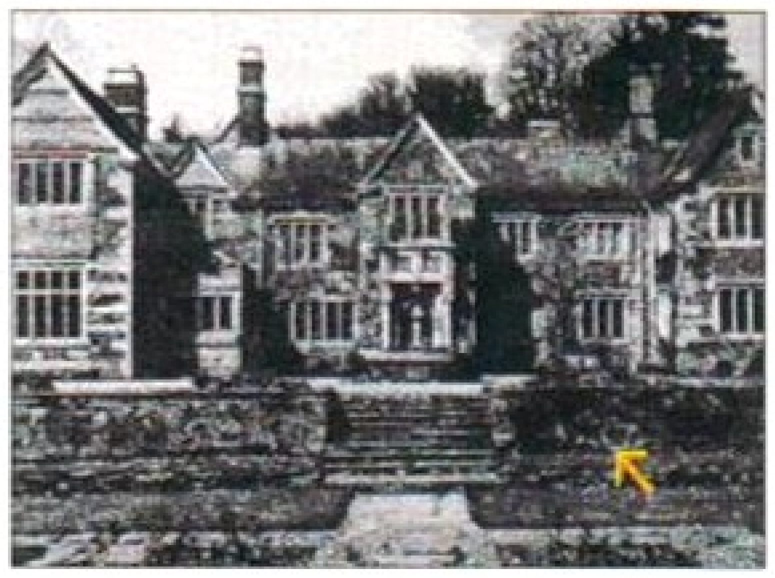
And when the CD-ROM drive for the Amiga appears, we Amiga owners will not only be at the spearhead of the CD revolution with the first home computer to have CD: we could also decide its future. CD games in particular, if they're to fulfil the potential, are going to be expensive to produce. What the games publishers need to know is whether they can sell enough copies to justify the investment. The fact that you can't pirate CD games will help: but that's not the whole story.

A weird new idea like CDTV is going to take a while to catch on with the general public. So far, despite a massive ad campaign, less than 6,000 CDTVs have been bought in the UK. But with 700,000 Amiga owners out there, that's a real market: and as soon as the Amiga gets CD, the game producers will be jumping onto the bandwagon.

It's going to be expensive, at around £300 for the CD drive. But it could be worth it, to be there when it happens. When the CD drive appears we'll bring you the whole story. In the meantime if you want to know more get hold of Issue 24 from our back issues department and have a good read. See you in the future!

Here's just some examples of what CD software is like...



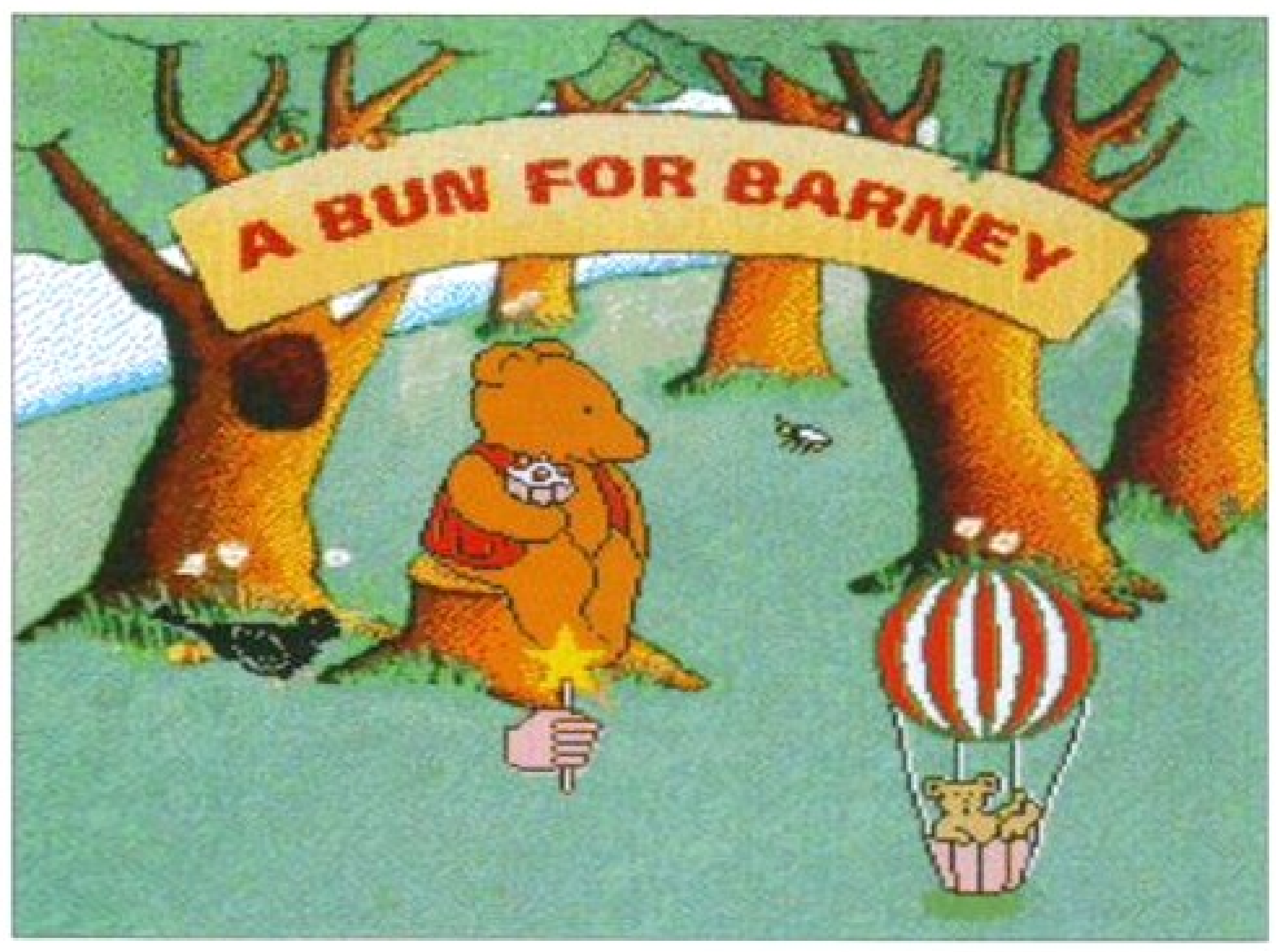


INTERACTIVE MOVIES

They're coming, but not just yet. Best example so far is On-Line's *Psycho Killer*, which uses digitised photographs and hi-fi soundtrack. The game's a bit lacking in play, but it was developed entirely on the Amiga with their desktop video system and shows how easy it could be to create some real movie-like games. Look out too for their *Hound of the Baskervilles*, a much better attempt.

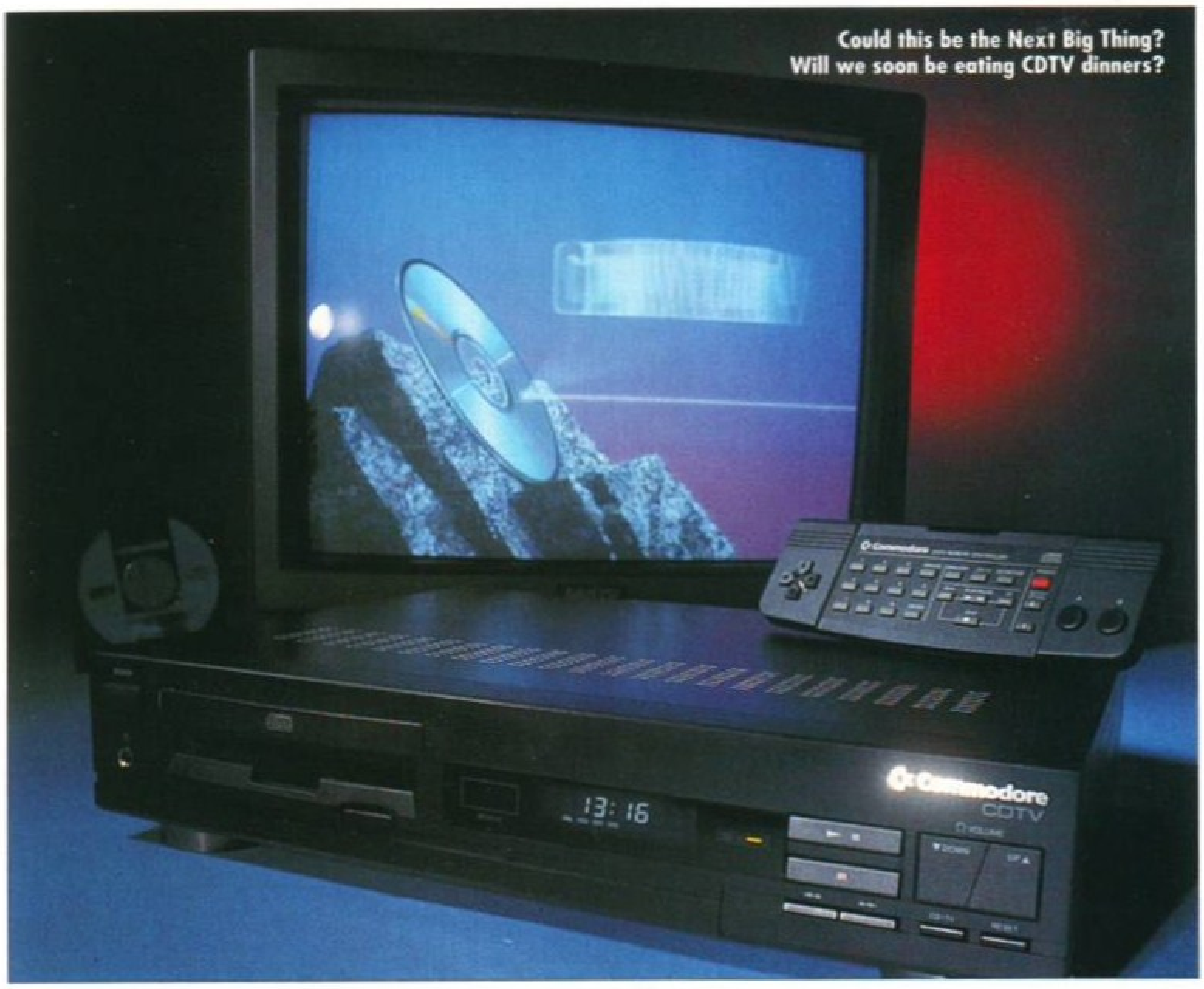
The year o

The CDTV finally went on sale in June after months of delays and speculation. It doesn't look remotely like an Amiga, but really it is: and as **Damien Noonan** explains, it's what CDTV could give back to the Amiga that makes it so exciting...



INTERACTIVE KIDS' BOOKS

A Bun for Barney is narrated by ex-Doctor Who actor Tom Baker and takes the form of a kind of point-and-click adventure for children. There's some lovely graphics and sound, with interesting surprises from the interactive element.



Could this be the Next Big Thing? Will we soon be eating CDTV dinners?



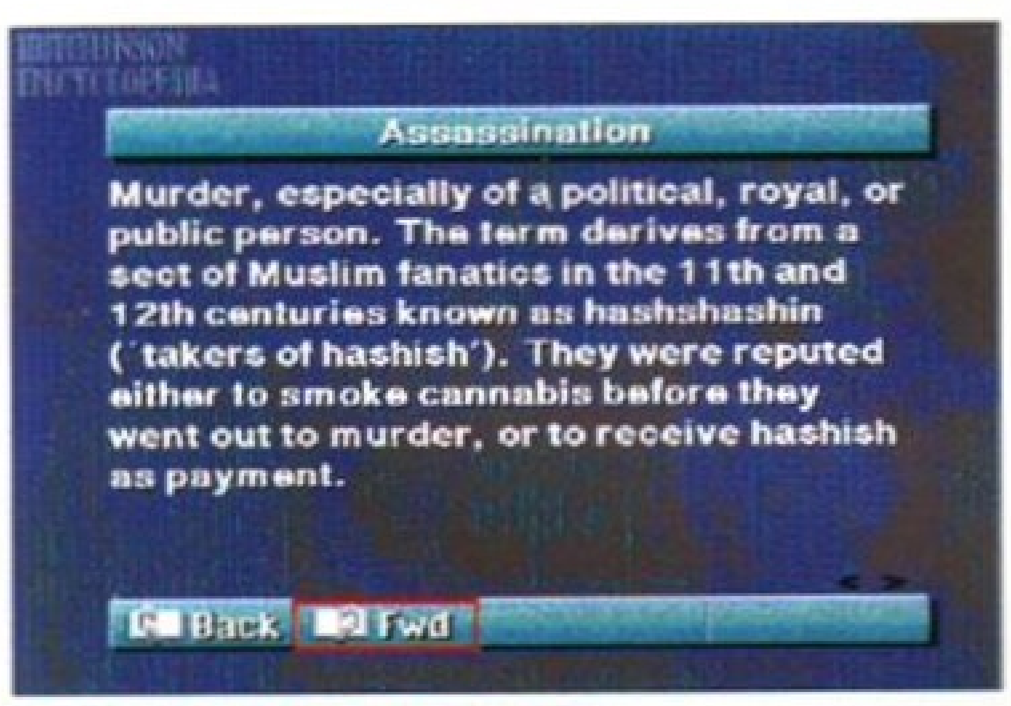
EDUCATION

There's plenty of colouring books and the like for kids, as well as the *Fun School 3* and *4* series, but these don't go far beyond the Amiga equivalents. More exciting is Virgin's *North Polar* expedition, a phenomenal interactive replay of a genuine exploration with heaps of educational value.

KID'S BOOKS

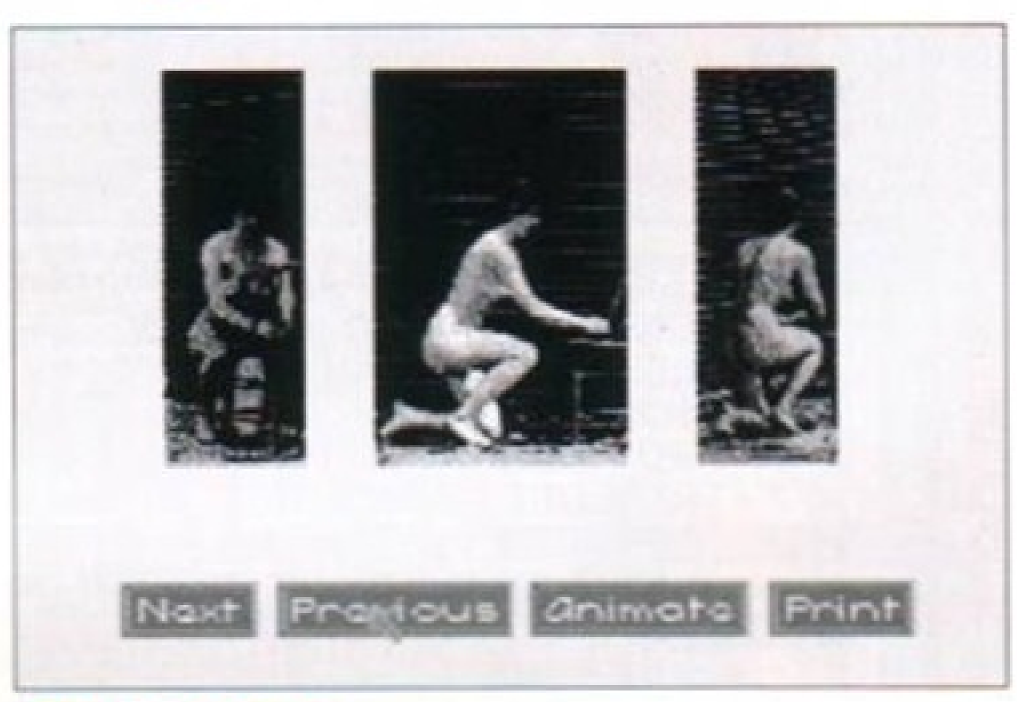
The Tale of Peter Rabbit is just one example of storybooks presented with nice graphics and narration: individual words can be spelt out and explained.

f the Compact Disc 1991



REFERENCE BOOKS

The *Hutchinson's Encyclopaedia*, one of two CDs you get free with the £499 CDTV, shows how graphics and sound samples make reference more interesting. Atlases, other encyclopaedias and cookery books are other examples.



GRAPHICS

CD storage has great potential for providing large quantities of raw material, as with the CDTV collection of Eadweard Muybridge's famous stop-motion photographs of moving people, a really excellent source for animators.

ORDINARY BOOKS

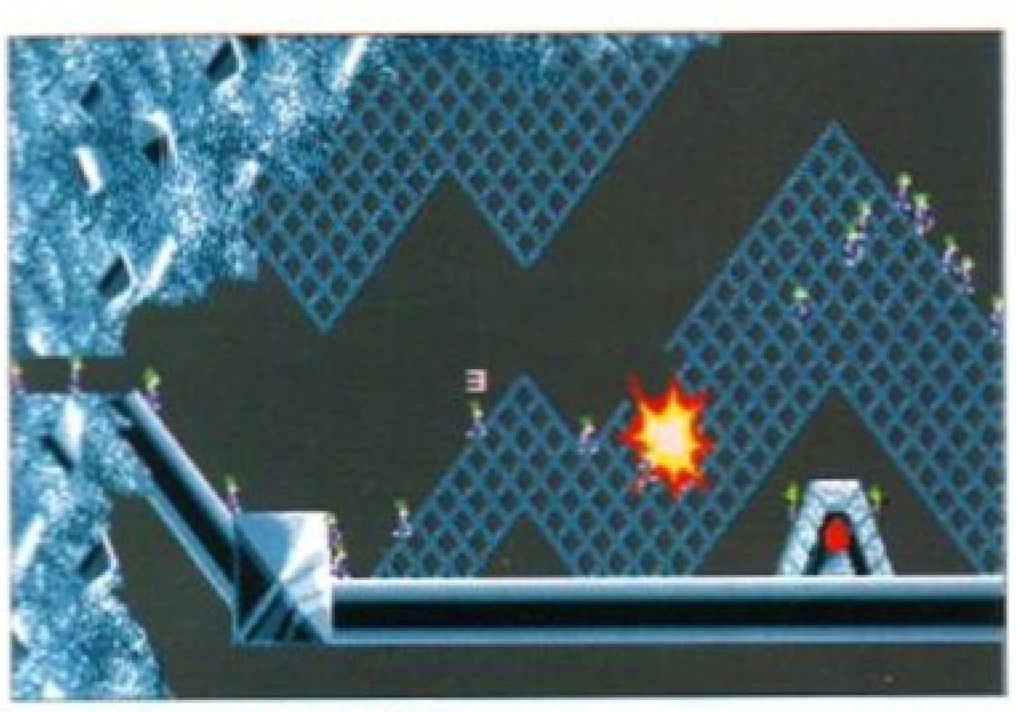
Advanced Military Systems is a graphics-led coffee-table book on military hardware. Other less convincing examples of the genre include the complete works of Shakespeare and the Bible.

AMIGA GAMES PLUS

Sim City for the CDTV is a good example: it's basically the game we had on the Amiga, but reworked with some new ideas. It also features what will become common on CD games:proper hi-fi sound, recorded in a studio, playing in the background.

KARAOKE

The CDTV is already being sold as the complete Karaoke machine. There's a whole collection of discs with song tracks on and the words are presented on screen for you to follow.



AMIGA GAMES

Ports of Amiga games will be common in the early days and won't interest Amiga owners too much. *Lemmings* comes free with the CDTV, other popular titles include *Xenon 2* and the *Falcon* flight sims.



CD GAMES

The Case of the Cautious Condor is the best example to date, a graphic adventure that was a huge hit on the weird Japanese FM Towns computer. *Secret of Monkey Island 2* on CDTV is one of our high hopes.



MUSIC

CDTV can play audio and CD+Graphics discs. There's the potential with stuff like CD-Remix, allowing you to loop sections of CD tracks for megamixes!

CARTOON CLASSICS

NEW PACK INCLUDES: THE SIMPSONS!!!



AMIGA 1Mb. CARTOON CLASSICS PACK

This Great New Pack from Commodore offers everything for ALL THE FAMILY. A Great Computer with some Brilliant Games featuring the latest CARTOON HITS...

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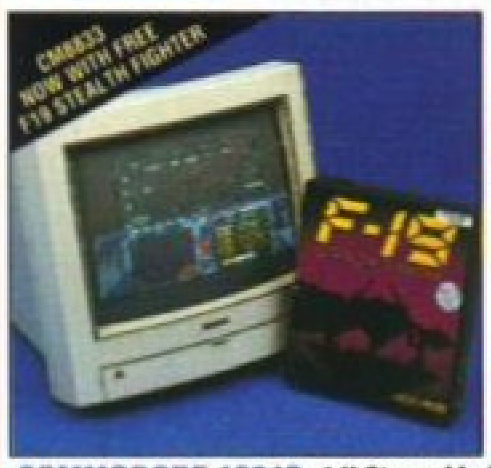
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Yes, you too

In Issue 27 we looked at a clever gadget called HAM-E, which effectively gives you the power of True Colour but at a fraction of the cost. It'll set you back about £300 and has the advantage that you can use it with an A500. It comes complete with a basic paint program and an extremely good image-processing program called Image Professional.

The way it works is this. The inventor of HAM-E used a neat piece of reasoning. If a high resolution pixel has four bits of colour - equal to 16 colours or 'registers' (2 x 2 x 2 x 2) - then a pair of pixels would have eight bits, which is 256 colours (2 x 2 x 2 x 2 x 2 x 2 x 2 x 2). HAM-E therefore uses a hi-res display (640 x 256 non-interlace) but only uses pixels in pairs to give a lo-res screen with an apparent 256 colours.

The hardware controls the display by examining the first few pixels of the image, over four to eight scanlines. If it finds the right combination of colours at the top left corner of the image (a small block called the 'magic cookie'), HAM-E is 'triggered'. If the basic 8-bit registers are used 'straight', images can have 256 colours from 16 million. This is register or 'reg' mode. It is also possible to use the information in the 'magic cookie' to set up more registers that allow an extended HAM mode, HAM-E.

Normal HAM uses six bits for each pixel. The first two are for control, the other four contain data that defines, either one of the

The year the

We've always thought that the Amiga's graphics were something pretty special, but over the course of the year something happened that put it right up there with the some of the best. **Damien Noonan** investigates the True Colour revolution.

IF YOU'VE EVER SEEN a really good digitised picture in the Amiga's 4,096-colour HAM mode, you may realise that Amiga graphics can be something pretty special. If you've ever paused a video tape on a player with a really good freeze-frame, you may also realise that HAM images are just as good as your average TV picture.

But if you had ever tried doing a version of the Yorkshire TV logo on your Amiga (that's the one with the golden arrow plunging into a sea of liquid gold), you might have realised that HAM isn't really up to the job.

The problem, essentially, is colours. Any computer has a limited number of pre-set colours and shades of colour built into it on the chips: it's called a 'palette'. The Amiga has a palette of 4,096 colours and you can, in theory, use every single one of them at the same time in the clever graphics mode called HAM.

To do anything that needs lots of subtle shading, like that Yorkshire TV logo or a realistic human face, you needs lots of different but very similar colours. You can easily find out for yourself how many shades of any one colour the Amiga can do by looking at the palette in *Deluxe Paint*.

You have three sliders to alter colours, with notches along them numbered 0 to 15. Set them all to 0, and you have black. Set them all to 1, you have a very dark grey. Carry on setting them all up a notch and you'll go through lots of shades of grey until eventually you reach 15, 15, 15 which is white. From all 0s (black) to all 15s (white) is 16 shades of grey: and that's just how many shades of any colour the Amiga can do. Incidentally, because you have three different sliders for Red, Green and Blue, each of which has 16 notches, 16 times 16 times 16 gives you the Amiga's grand total of 4,096 colours.

Now, if you want to do truly subtle shading, if you want to do genuinely photorealistic pictures of a human face, you'll need more than 16 shades of each colour. It's generally accepted that to do it properly, you'll need 256 shades of any one colour. Imagine your *Deluxe Paint* palette again, but with 256 notches on each slider. In total, you'd have 256 times 256 times 256 colours: that's a total of 16, 777, 216 colours. Wow!

This is what's known as 'True Colour'. Once upon a time it was only available on extremely expensive (we're talking hundreds of thousands of pounds) 'graphics workstations' like the Quantel Paintbox system, used by professionals in the TV studios to do things like that Yorkshire TV logo. But now True Colour is available for the Amiga.

It's still very expensive, mind. It involves owning a larger Amiga, a 1500, 2000 or 3000, because the extra colours come from plugging in what's known as a 'framebuffer' card: and these cards can cost £1,000 upwards. But it's getting cheaper all the time, and it already means professional on a tight budget and keen amateurs can afford to do what was once the preserve of wealthy TV companies. And it's something any Amiga owner who is proud of his machine should be aware of.

The workings of it are essentially quite simple. Any picture on your Amiga screen is, as you know, made up of lots of tiny dots called pixels (computer jargon, incidentally, for 'picture element'), each one of which can be a different colour. The colour of each pixel is stored individually in the Amiga's memory: a whole picture is stored as a list of one pixel after another, starting at the top left and working across the screen to the right then line by line down to the bottom right.

The number of colours you are using on the screen dictates how much memory is used for each pixel. At its simplest, if you're only using two colours (say, blue and white) each pixel needs only a single 'bit' of memory: the smallest unit of memory there is, either a one or a zero. Blue could be one, while white is zero.

If you're using four colours – red, green, blue and white - each pixel needs two bits of memory. Two bits gives four possible combinations: 1,1 would be red, 1,0 would be green, 0,1 would be blue and 0,0 would be white. And so it goes on: each time you add an extra bit of memory per pixel, you double the number of colours available. Three bits gives eight colours, four bits gives 16 colours and five bits gives the Amiga's normal maximum of 32 colours. If you don't mind, we'll skip how you manage to get 4,096 colours in HAM on the Amiga: it's basically a rather clever cheat, and doesn't follow the pattern at all.

Now, for True Colour you need 16,777,216 colours. If you work it out with a calculator, doubling the numbers each time, you'll reach the conclusion that you need 24 bits of memory to describe each pixel. And that's why True Colour is also known as 24-bit colour.

As you can see, the theory is really pretty simple. The only problem is that when you have 24 bits of memory to describe each pixel, a picture can be pretty enormous. If you've ever checked the comparative sizes of a four-colour picture file and a 32-colour picture file, you'll notice there's a big difference. Imagine how much larger a 24-bit picture file is: each one can take up a whole floppy disk.

You tend to need lots of hard disk space and preferably an accelerator card too, and it's this as much as the cost of the True Colour hardware that makes it expensive. But you can get a pretty stunning Amiga set-up together for £4,000, which for professional TV and video people is absolute peanuts.

The only other thing that you need, of course, is software that can actually work in 24-bit colour. Because it's very difficult to paint with millions of colours, the emphasis tends to be on 3D modelling (most of the recent programs available work in 24-bit) or on digitising or scanning in photographic images with which to work.

And that's probably 'nuff said for now. We've been criticised for giving too much attention to expensive 24-bit hardware and software in *Amiga Format*, but we think it's a very exciting area and we will continue to keep an eye on it as it develops. And, hopefully, gets cheaper!

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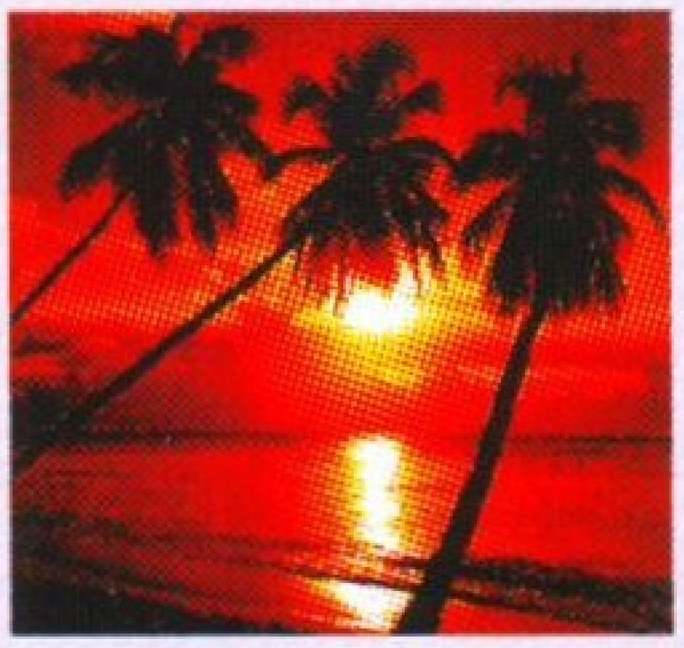
can have lots of colours!

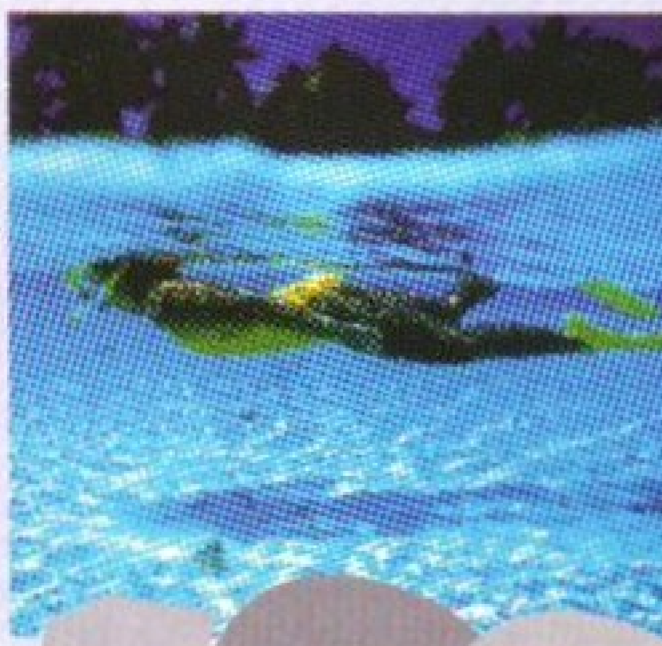
16 colours in the palette you have chosen, or the level of one colour, Red, Green or Blue. Each pixel is therefore either a palette colour, or is derived from the previous pixel with its R, G, or B value changed.

HAM-E mode uses a similar trick but with eight bits for each pixel and a 256 colour rather than 16 colour register. It is all a bit more complex than this description but in effect HAM-E mode gives a possible 262,144 colours on screen, and 256 palette colours, so supposedly no fringing. In practice you still have to be a tad careful, which can somewhat inhibit spontaneity, but overall, images do tend to look much better than with normal HAM - which is almost True Colour.

HAM-E is getting encouraging support from graphics software manufacturers, and now available for use with it are special HAM-E versions of paint and animation programs: *Spectracolor* (reviewed this issue on Page 182) and 3D modelling program *Caligari*. More is to follow: a HAM-E version of The *Graphics Workshop* (as featured on one of this month's Coverdisks) is imminent: it's selling in an American NTSC version but some bugs in the European PAL system will delay it's release date slightly over here.

HAM-E comes in a basic version for £299 and in an advanced version with in-built anti-aliasing (which smooths off jagged edges in your pictures) for £399. It's made by Black Belt in the US and sold in the UK by Checkmate Digital (071-923 0658).



1991 Amiga went full colour

A quick look at the world of True Colour...

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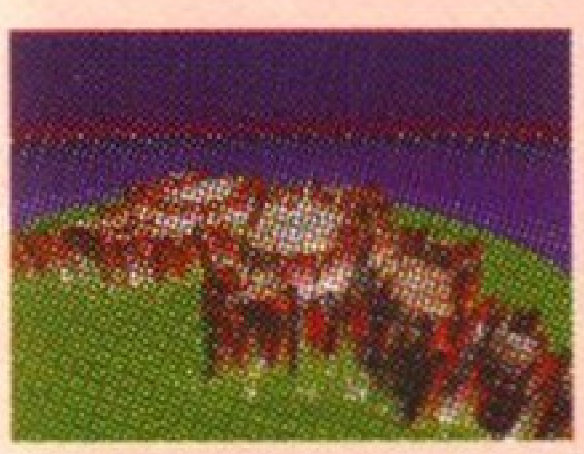
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HAM-E:
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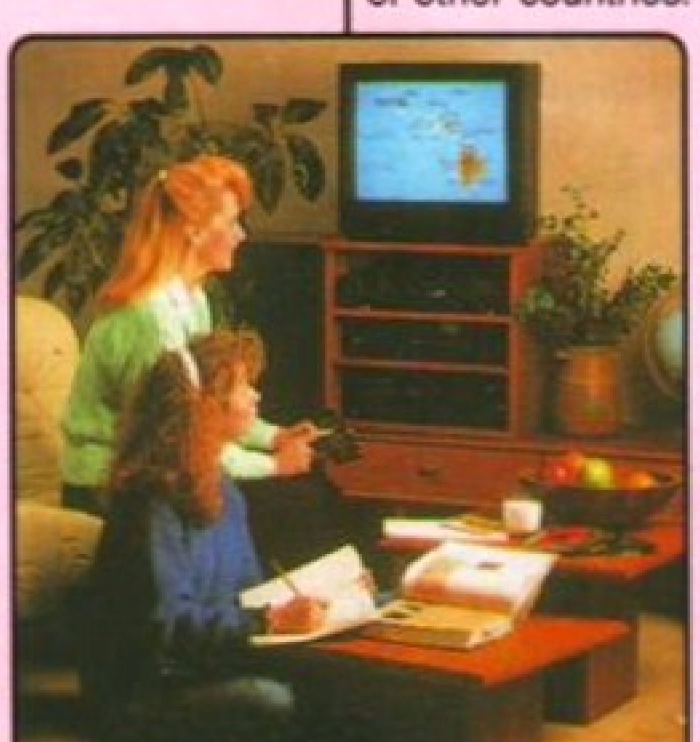
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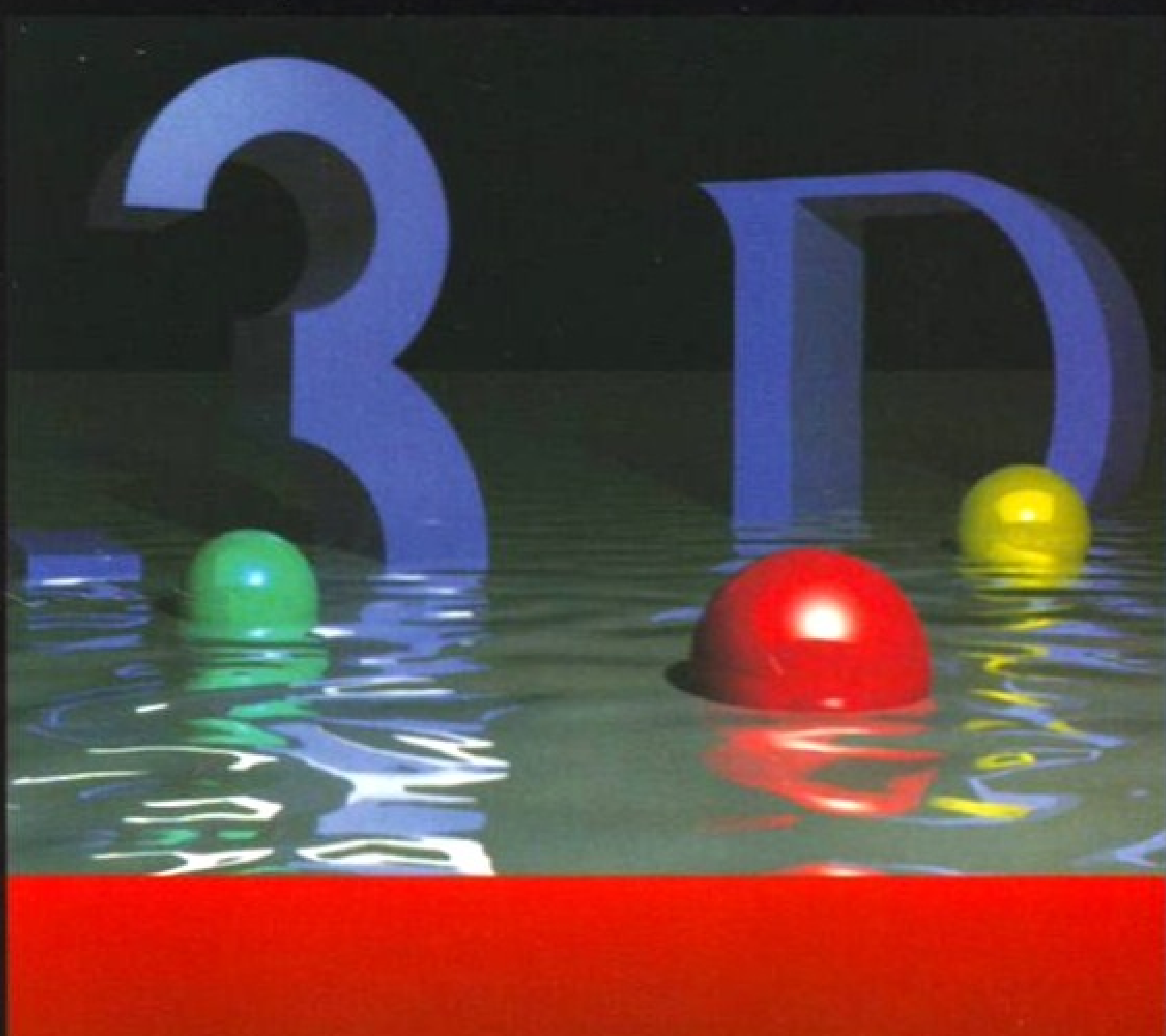
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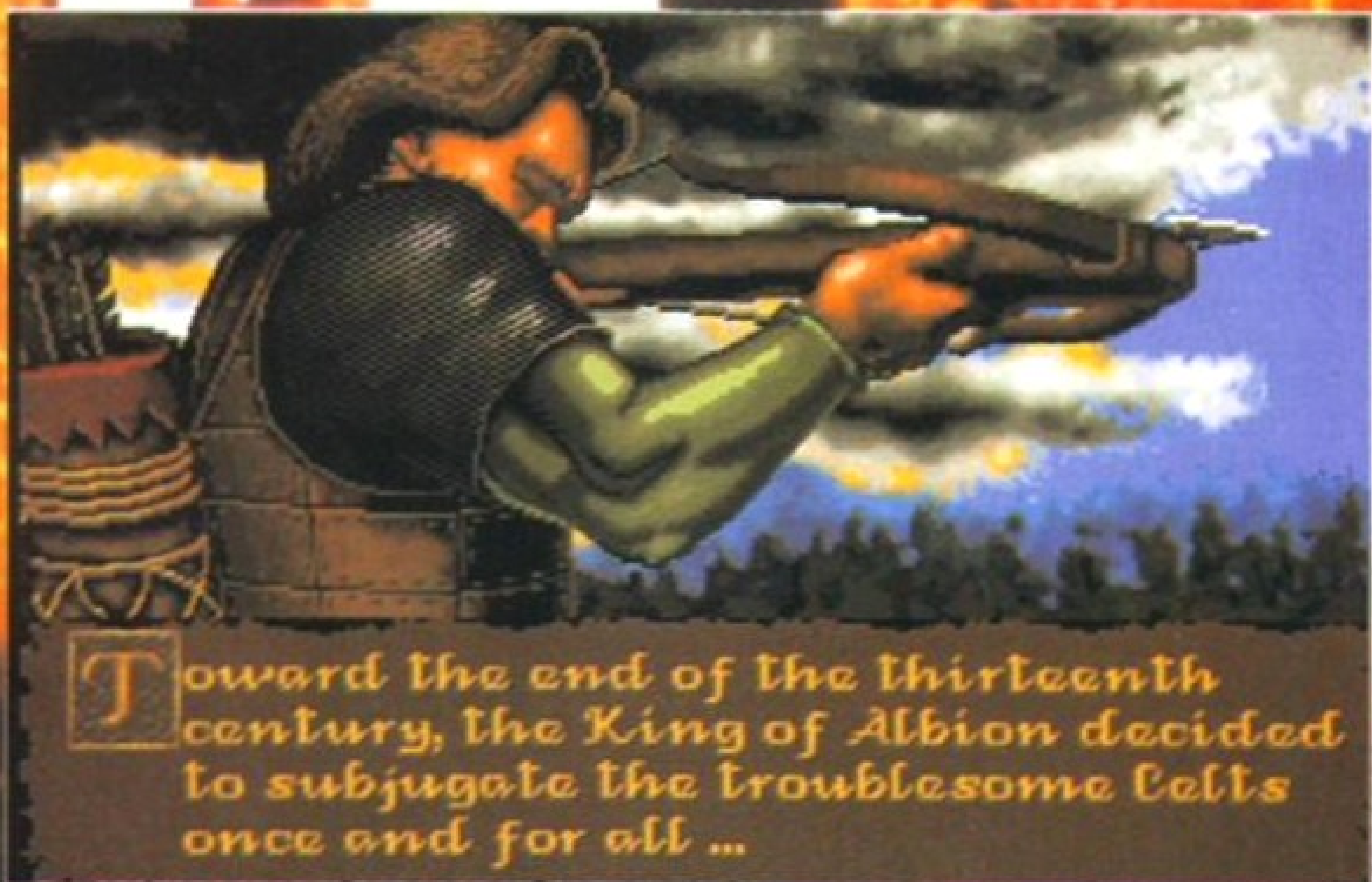
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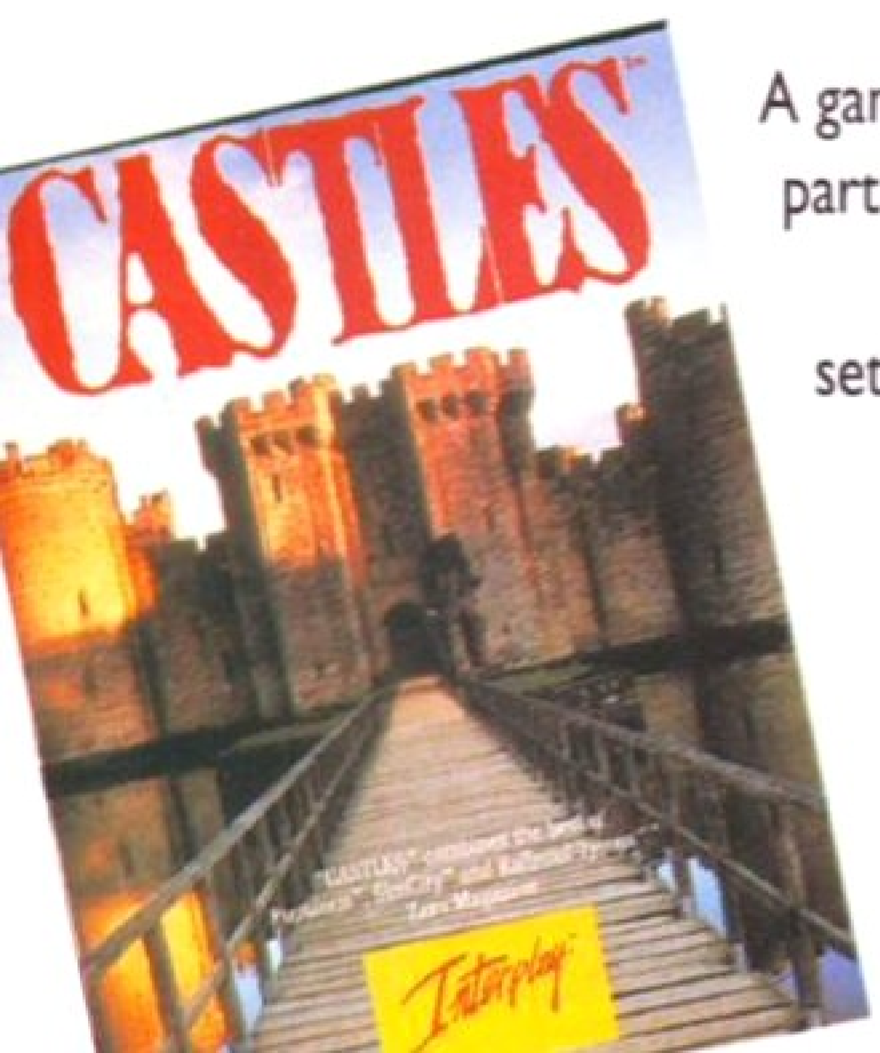
The peasants are revolting. And who can blame them?

You forced them to build your castles. You taxed them until they were eating their children. Then you gave them little more than pitchforks and told them to go and attack the neighbouring duke.

So you won't win any popularity contests playing "Castles"™.

A game that tests your skill at medieval architecture, "persuasive" tax collection and that particular blend of treachery and greed that goes to make a true tyrant.

Designed by the cunning folks at Interplay ™, Castles features realistic and fantasy settings, three difficulty levels plus the most intricate and detailed graphics.



Amiga £29.99
IBM/PC £34.99

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The year that graphics changed forever

Graphics has always been the strongest area for 'serious' software on the Amiga, dominated by certain stalwart, but aged, programs. But it was shaken up completely this year as a new generation took over...

IN AMERICA THEY see things a bit differently, but over here in the UK the whole painting and animation scene is dominated by *Deluxe Paint*. This is partly because every single Amiga sold in a pack for about the last two years, ever since the Batman pack in Christmas 1989, has contained one version or another of *Deluxe Paint*. But it's also because *Deluxe Paint III* is a standard tool for everyone, including the programmers who create games – just the other day we were up at the Bullfrogs' HQ watching the closing animation for *Populous 2* being put together in *DPIII*.

Deluxe Paint III is widely regarded as one of the most accessible and effective 'bitmap' paint programs ever made for any computer. But in Amiga terms, there was one thing it could have done that it didn't: and that's use the 4,096-colour HAM mode.

Two very good HAM (Hold And Modify) paint programs have been around since the early days of *Amiga Format* in Autumn 1989: *Photon Paint 2* and *DigiPaint 3*. The only trouble with this was that everyone uses *DPaint* for painting in anything up to 64 colours (Extra Half Brite mode) but you'd have to use one of these two for HAM: and they're both very different from *DPaint* in use.

The answer came only a couple of months ago, when *Deluxe Paint IV* was launched with an exclusive review and Coverdisk demo in *Amiga Format* 26. Not only does the latest version use HAM, but it is also the only paint program that can also use the normal paint modes from two to 64 colours. We believe that it has effectively stolen the standard Amiga paint package market in the UK completely: there is no reason for anyone to ever buy anything else again. We do, however, hope for a *Deluxe Paint V*: it could be quicker and refined to perfection.

The Amiga has finally grown up, and the maturing of *Deluxe Paint* to the final stage in its development is a sign of this. Having just a 'standard' program that everyone uses makes life easier for everybody, and we expect to see this happening in almost every area of Amiga software over the next year. 1992 will be remembered as the year that Amiga software sorted itself out and settled down, so that we can stop worrying about which program to use and get on with doing something creative.

As a last note on the subject of graphics, it's worth mentioning that both *Photon Paint 2* and *DigiPaint 3* can do a couple of little things *DPaint* can't, so specialists might find them attractive still.

DigiPaint is from Newtek, who have much more on their minds nowadays with the famous Video Toaster, the complete graphics hardware and software solution, but they've turned their back on the UK market and are not planning to make a PAL (European TV standard) version of the Toaster. Somewhat forgotten about, *DigiPaint* will be sold as part of a package called MediaStation with digitiser DigiView and presentation sequencer Elan Performer.

Photon Paint 2 seems likely to fade into the background somewhat, especially since a new version was released earlier this year in the form of *Spectracolor* from Oxxi-Aegis, which features brush animation in a *Deluxe Paint* style but is basically still *Photon Paint 2*. The opinion of *Amiga Format* graphics expert Maff Evans: "It's still got all the same problems Photon Paint had. Not as good as *DPaint IV*".

The other enormous advance in graphics software came with several new releases in 3D modelling, an area which was still dominated by several three-year-old programs. 3D is the most sophisticated and professional area of the Amiga's graphics, so the new arrivals are particularly important to the growth of 24-bit 'True Colour' systems on the Amiga.

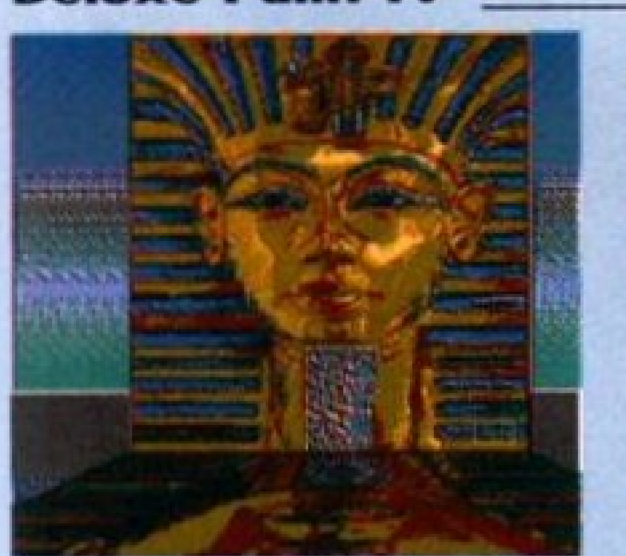
Ray-tracing is the really flash side of things, although it's characterised by shiny balls against a chequerboard background it is in fact a highly sophisticated technique that works out how light rays bounce off surfaces of different shapes and textures. Old stalwarts *Sculpt-Animate* and *Turbo Silver* were kicked into touch by new arrivals *Imagine* and *Real 3D*. A name to watch out for is *3D Professional*, which disappointed this year, but a highly-improved second version is due next year.

The simpler 3D modelling programs, which don't use ray-tracing and so tend to give a more artificial 'computer world' look, took off in a big way this year. Where before there was only *Videoscape*, a simple system often used for PD demos with a look of 3D 'filled polygon' games about it, this year saw the arrival of *Draw 4D* and *Caligari*. The former is carefully targeted at use in illustration work, while *Caligari* has great strengths in its simplicity and is expected to make quite an impact when the more straightforward new version is released very soon.

Amiga Format's authoritative opinion: how we saw graphics software in 1991

'MULTI-MODE' PAINT AND ANIMATION

Deluxe Paint IV ★★★★★



£89.99
Electronic Arts
0753 549442
The only paint and animation program you need. In a class of its own.

HAM PAINT AND ANIMATION

Spectracolor ★★★★
£79.95 Oxxi-Aegis via Silica 081-309 1111
Good HAM-only paint and animation, but lacks a niche in the marketplace.

Photon Paint 2 ★★★
£79.95 MicroIllusions via Silica 081 309 1111
Good HAM-only paint, easy to use and effective but now outdated.

DigiPaint 3 ★★★
£75 NewTek via HB Marketing 0753 686000
Powerful HAM-only paint, slightly odd to use at first. Also outdated.

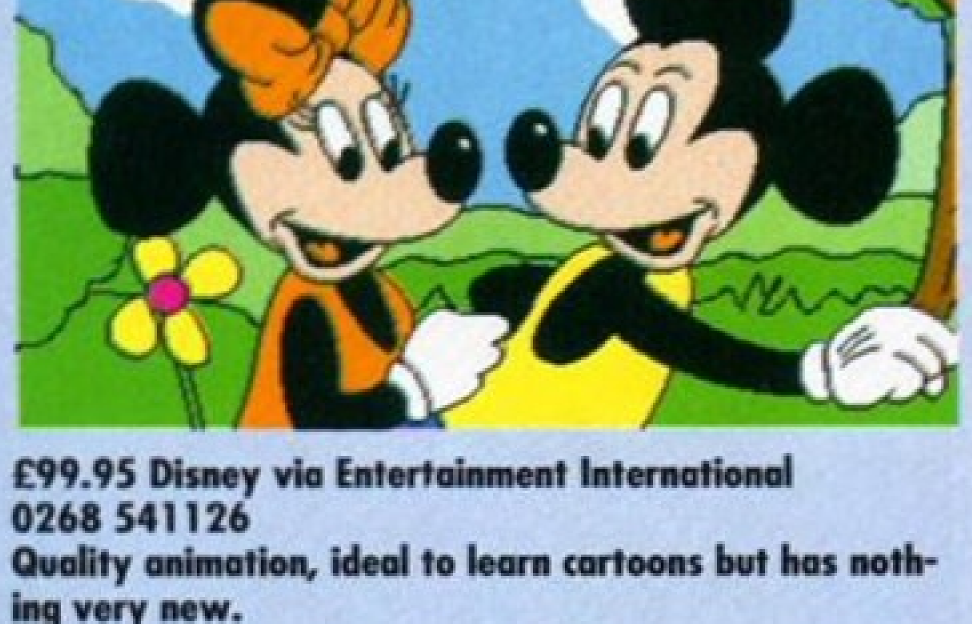
Photon Paint ★
£65 MicroIllusions via Silica 081 309 1111
Poor, aged original version, not too great but it is often available free.

32 OR 64-COLOUR PAINT AND ANIMATION

Deluxe Paint III ★★★★★
£79.99 Electronic Arts 0753 549442
Superior paint and animation, now available free with Amiga bundles.

Deluxe Paint I and II ★
Price etc not really applicable
Older versions are available cheap or free: use to get cheap upgrade.

Disney Animation Studio ★★★★



£99.95 Disney via Entertainment International 0268 541126
Quality animation, ideal to learn cartoons but has nothing very new.

Express Paint or Spritz ★
£44.95 Par Software via Silica 081 309 1111
Lots of interesting features but old and hard to use. Stick to *DPaint III*.

THREE-DIMENSIONAL MODELLING

Imagine ★★★★★
£250 Impulse via Precision 081-330 7166
New top dog of the vector-based ray-tracers. Complex but great results.

Turbo Silver ★★★
£150 Impulse via Precision 081-330 7166
Older, weaker brother of *Imagine*. Good at textures.

Sculpt(-Animate) series ★★★
£130-376 Byte by Byte via ACS 031 557 4242
Old classic ray-tracer, but still holds up well. Slowish and a bit lifeless.

Real 3D ★★★★★
£ varies Realsoft via Alternative Image 0533 440041
Ray-tracing on top of 'solid modelling'. Very effective.

3D Professional ★★★
£300 approx Progressive via Marcam 0604 790466
Ray-tracing, 'solid modelling' and clever ideas spoiled by poor features.

Draw 4D Pro ★★★★
£199 or less ADSPEC via Surface UK 081-566 6677
Polygon modelling, but no ray-tracing. Good results and good animation.

Videoscape 3D ★★
£150 Oxxi-Aegis via Precision 081-330 7166
Very old polygon system: looks like 3D games, very unsophisticated.

WANTED

BRAVE ADVENTURERS

NO PREVIOUS EXPERIENCE NECESSARY

If you've ever pictured yourself as a Brave Adventurer but have been put off by the complexity of Role Playing Adventures this is the game for you.

Shadow Sorcerer has all the excitement and intrigue of AD&D® 's more complex adventures and also features the following "gamer friendly" innovations:

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- *100% "point 'n' click" icon control (no laborious typing).*
- *3D isometric play area giving you more control on the playing environment.*
- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid map aids strategic planning.*
- *Combat action adventure.*

This new concept in role playing adventures means that in minutes you could be confronting the Shadow Sorcerer, the down side is that within minutes you could also be dead!!



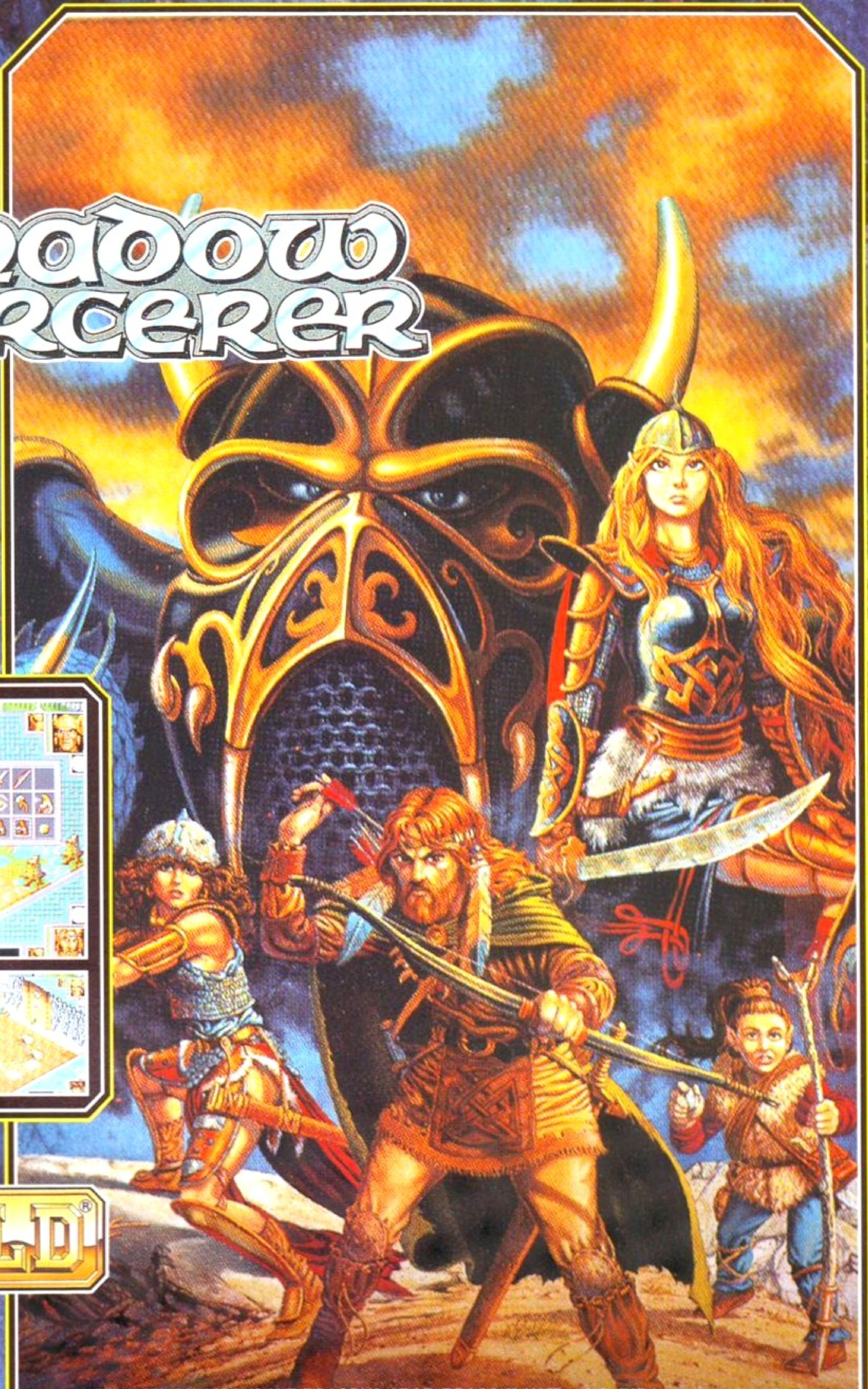
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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WE'RE VERY AWARE that *Amiga Format* is not just an entertainment, but also a source of information. This is particularly true of buying advice. Software and hardware are both expensive, and you want to be sure that you spend your money wisely. Which is why we regularly carry buying guides, comparing everything that's available in a particular field and picking out the best in quality and value.

The Amiga 'serious' software and hardware scene is so active that the answer to the question "Which is the best…?" is constantly changing. With new releases and improved updates appearing all the time, no sooner have we looked at, for instance, all the word processors on the market than a new one appears. It might be better than the best, or it might be worth avoiding.

In our third issue of the year, number 21, we compared every single paint package that there is for the Amiga. At the time it was impossible to pick an overall winner: *Deluxe Paint III* was our favourite, as it is for so many people – most Amiga games designers use it to produce the graphics – but because it didn't use the 4,096-colour HAM mode, we saw *Spectracolor* as a definite second purchase.

This year that all changed, with *Deluxe Paint IV* not only gaining HAM but also becoming the first major paint package to offer the ordinary graphics modes up to 64-colour as well. There would almost be no point taking six pages to cover paint/animation programs nowadays: we could simply say "buy *DPaint IV*".

picture with the TV picture), so we've taken a look at a range of different genlocks in this issue (Page 218). As for video software: well, all you need is something you can produce titles and graphics with, so we've always argued that you might as well use *Deluxe Paint* rather than a dedicated titling program. But we will be taking a look at a complete approach to making your own videos in the very near future, including a detailed look at video software.

Music is another area we haven't covered in detail. The music scene's been a bit dead for a while, but it's just kicked back into life again, something we've helped to do. Many of the Amiga fans who are into music are using 'tracker' programs, which is why we gave away the best of the kind, *OctaMED*, on the Coverdisk of Issue 29 (copies are still available from our Back Issues department on Page 238). As for the rest, well it's an area about to be dominated by a couple of programs. Watch our post-*Sequencer One* increased music coverage for more…

The year we gave you a choice! 1991

You know the feeling: you have a clear idea of what you want to do, but there's a bewildering choice of things to do it with. Which is best for you? Throughout the year, we've been comparing all the choices and picking the best. Here, for the first time in one place, are our conclusions…

Not every area of the Amiga changes so vastly with new releases: very often they just increase your range of choice. Since our digitisers round-up in Issue 22, for instance, a new high-quality digitiser has appeared called Snapshot (Issue27), but there are already a couple of equally good ones around and the choice remains a personal one.

Sound samplers are a slightly different case: since our round-up in Issue 22 we've seen the arrival of a great revamped entry-level contender in Technosound Turbo (Issue 26) as well as an excellent new piece of software in the form of *Audition 4* (Issue 29). But there's also a whole lot of new stuff on the way, including Microdeal's improved Stereo Master and AMAS 2, as well as PanDAAL's new one, a promising contender from American hardware giants GVP and the latest version of the fabulous *AudioMaster* software. All cause for a new sampler comparison very soon.

Even the most recent of our comparisons are subject to change. There are three new hard drives ready since our test comparison in Issue 28, one of which is reviewed in this issue and two of which will follow next month. Since last issue's word-processors-with-graphics piece a new version of *ProWrite* has appeared, and is reviewed on Page 189.

So, what with paint and animation programs, sound samplers, scanners, video digitisers, three-dimensional graphics programs, hard-disk drives, floppy-disk drives and word-processors-with-graphics: and all this accounted for over the course of the year, what else could there be for us to cover? Well, there's plenty.

For starters, there's video. The key to using your Amiga for video is having a genlock (a device which mixes your computer

We've had a lot of requests for a good round-up of educational software, so there'll be a big one for the parents in the March issue, Issue 32. We haven't properly covered business-like software (databases, spreadsheets and accounts) in a while, so you can expect some more of that shortly after. The DTP scene is changing rapidly and when we have the latest versions of the Big Three (*Professional Page, Pagestream* and *Saxon Publisher*) we'll go into the topic again. We've also seen a sea of change in 'multimedia' on the Amiga over the last year, so there will be a special issue on that area and what it means to you coming up very soon, too.

But is there anything else? Are you facing a tricky buying decision at the moment, with no idea what you should go for? We'd very much like to know. If you have any suggestions for a round-up, a comparison or an explanatory feature in Amiga Format, then please write in to us at:

"I'd like to see this in *Amiga Format*",
Amiga Format,
30 Monmouth Street,
Bath BA1 2BW.

Keep it brief: just a topic would do, but if you want to expand on it make it a few sentences at the very most. There's no prize, apart from the satisfaction of having your problems answered in the magazine. Remember, we can't give you what you want unless you tell us what it is!

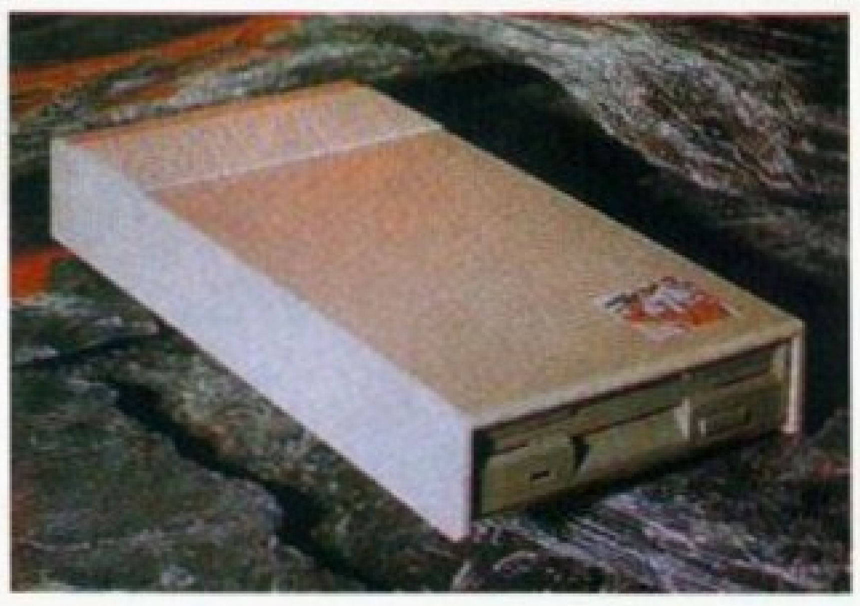
FLOPPY DISK DRIVES

Commodore CBM A1011 — 34%
£99.99 Commodore 0628 770088
Slow, noisy, no dust-flap, no on-off switch and too expensive.

Zydec — 50%
£55 Evesham Micros 0386 765500
Quiet enough, has through-port, on-off switch. Average really.

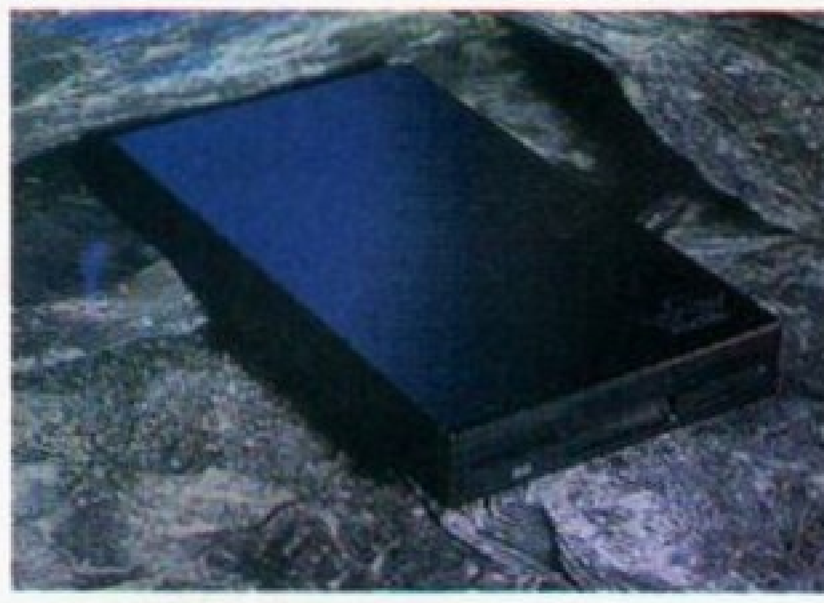
Cumana CAX354 — 57%
£75 Ladbroke Computing 0772 203166
Simple, well-designed, quiet, slightly dear. Has through and on-off switch.

Power PC880B — 83%



£55 Power Computing 0234 273000
Good basic drive, quiet, through and on-off plus virus protect and back-up.

Roclite RF382C — 85%



£59.99 Silica 081-309 1111 or ZYE 0293 538666
Beautifully made slimline drive, quick and quiet with all the extras.

Golden Image — 72%
£64.95 Evesham Micros 0386 765500
Decent drive, quiet and quick with all you need plus a fancy LED display.

A500 HARD DISK DRIVES

Commodore A590 20Mb — 69%
£289 Evesham Micros 0386 765500
Very slow and somewhat prone to problems but it is cheap.

GVP Impact II 50Mb — 92% (FG)



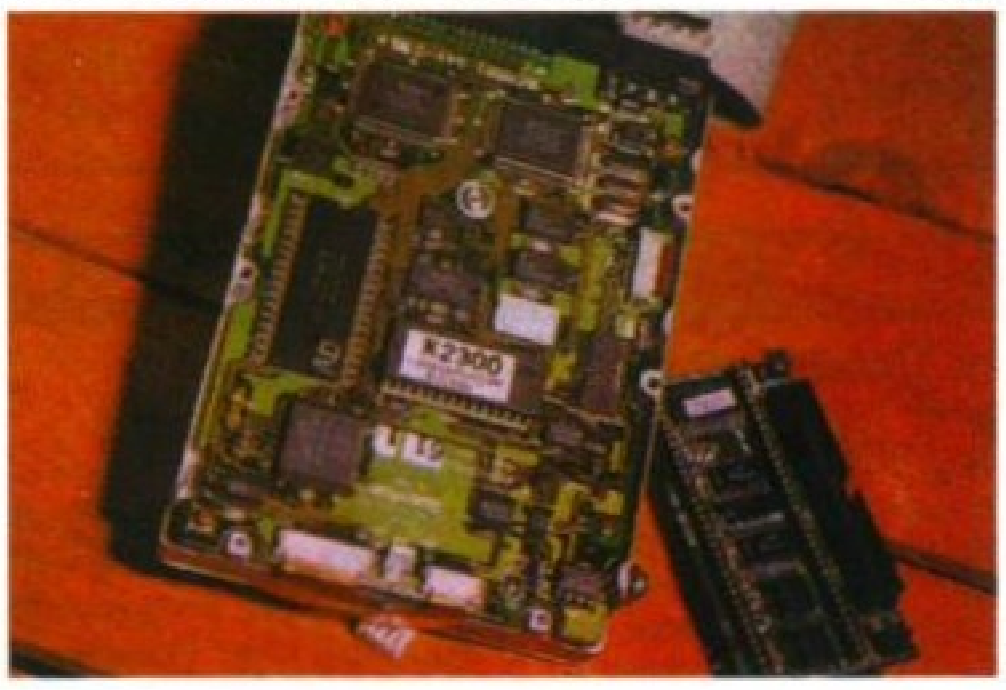
£399 Silica 081-309 1111
The best there is: fast, reliable and so much more. Just down £100.

BSC Oktagon 500 52Mb — 80%
£499 Gasteiner 081 365 1151
Controller box with separate drive unit. Complex and techie but powerful.

Xetec FastTrak 65Mb — 82%
£599 Third Coast 0257 472444
Again, controller with enormous separate drive. Again techie but powerful.

ICD Novia 30i 30Mb 73%
£399 Power Computing 0234 273000
Tiny internal drive. Tricky to install, average speed, but works well.

ICD Prima 105 105Mb 82%



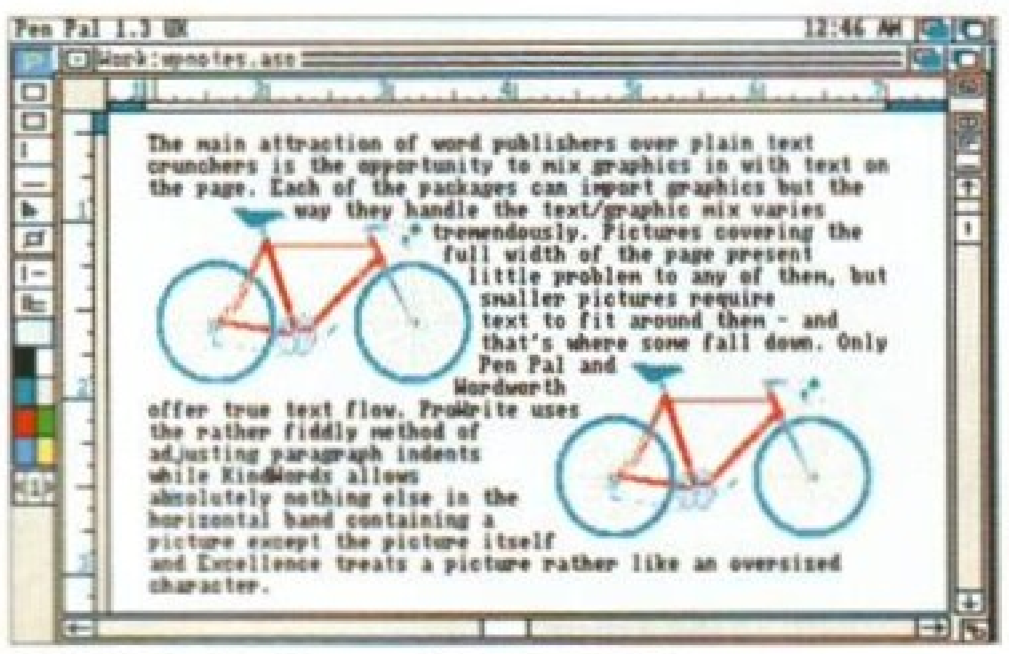
£499 Power Computing 0234 273000
Internal, replaces floppy drive. Tricky to install but fast and stable in use.

IVS Trumpcard 40Mb 66%
£399 Third Coast 0257 472444
Large unit, slow but reliable, can be dismantled and fitted to A2000.

SupraDrive 500XP 50Mb 85%
£?? Surface UK 081 566 6677
Good, expandable and competitive but slightly less reliable than the GVP.

WORD PROCESSORS WITH GRAPHICS

Pen Pal 95% (FG)



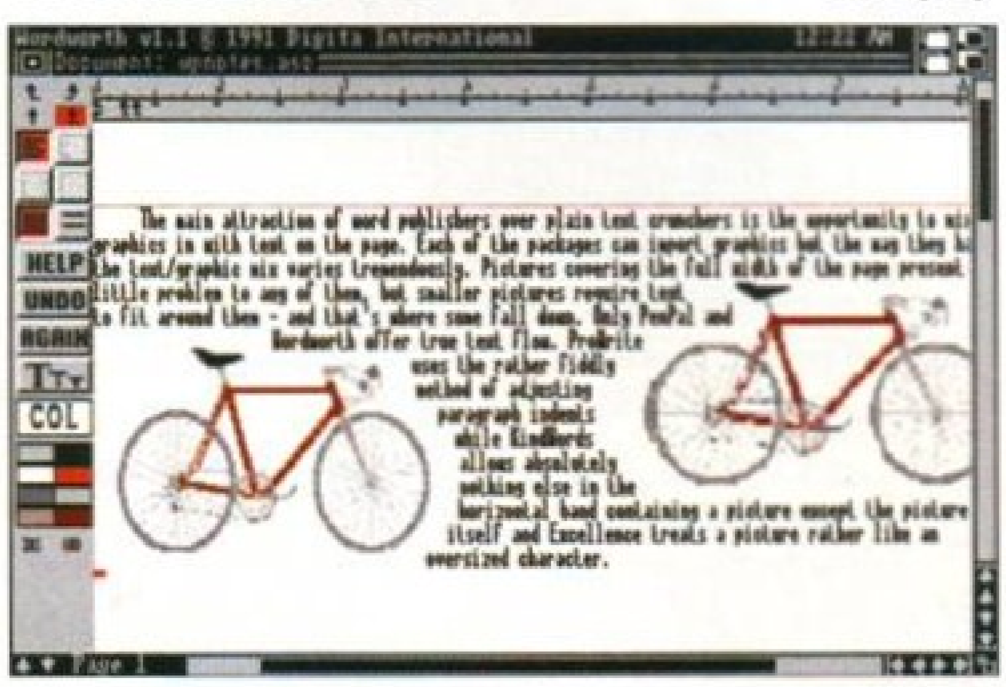
£79.95 Gordon Harwood 0773 836781
Good text flowing and graphics handling, great value but there is no thesaurus.

Kindwords 30%
£51 HB Marketing 0753 686000
Incredibly slow, very poor features, really no appeal except cheapness.

Excellence! 2 80%
£117 HB Marketing 0753 686000
Best text features with columns and grammar checker, graphics not great.

ProWrite 3.2 84%
£143 Silica 081 309 1111
Now very good in every department except text flow and graphics speed.

Wordworth 1.1 92% (FG)



Digita International 0395 270273
Good graphics, good text handling, slightly slow screen handling though.

WORD PROCESSORS

QuickWrite 88%
£50 Silica 081-309 1111
Simpler *ProWrite* for 512K. Basic spelling checker, fast and good all round.

Office Write/Transcript N/A
£130 in Gold Disk Office pack HB Marketing 0753 686000
Cheap 'n' cheerful 'n' surprisingly good basic system. Comes in value pack.

Scribble 2 50%
£50 HB Marketing 0753 686000
Simple, gets the job done with no fuss, really quite poor but still popular.

Protext 5.5 90% (FG)



£179 Arnor 0733 68909
Incredibly rapid, every feature under the sun, we use it: but expensive.

SOUND SAMPLERS

Technosound Turbo 81%
£35.99 New Dimensions 0291 690933
Simple but an effective system. Ideal for beginners to start sampling.

Audition 4 (software) 93% (FG)



£49.99 Zone Distribution 081 766 6564
Easy to use with more functions than you can shake a microphone at.

Sound Master 91% (FG)



£129.95 HB Marketing 0753 68600
Excellent sampling hardware bundled with the superb Audiomaster III.

Intersound (software) 55%
£50 Good software retailers
Rather overpriced software. Only package which can get over complicated.

Audio Engineer 92% (FG)
£199 HB Marketing 0753 686000
Audiomaster III bundled with the best sampling hardware that there is.

AMAS 61%
£99.95 Microdeal 0726 68020
Rather dated, but includes MIDI interface. Version two is now available.

Mastersound 63%
£39.95 Microdeal 0726 68020
Good sound quality is let down by fiddly editing system.

Pro Sampler Studio II 43%
£69.99 Datel 0782 744707
Difficult to use system, sounds appalling: costs too much.

Amiga Micro Sampler 45%
£24.99 Datel 0782 744707
Difficult to use system, sounds appalling: costs less.

Stereo Sampler Mk II 70%
£39.95 Trilogic 0274691115
Simple system with limited functions, but achieves rather good results.

Sound Trap III 65%
£29.95 Bytes and Pieces 0253 734218
Tiny sampling hardware with limited editing program. Good for novices.

Perfect Sound 3 63%
£59.95 Zone Distribution 081 766 6564
Classic sampler with solid hardware and good editing.

VIDEO DIGITISERS

Digi-View Gold 90% (FG)
£149.95 NewTek via HB Marketing 0753 686000
Slow three-pass RGB system with mono camera, but superb results.

Vidi-Amiga 77%
£129.95 Rombo 0506 414631
Real-time mono grabber with fun animation and pseudo-colouring.

Vidi-Chrome 86%
£19.95 Rombo 0506 414631
Turns Vidi into a three-pass HAM RGB system.

Vidi Colour Solution 92% (FG)



£179 Rombo 0506 414631
Combo of Vidi, Vidi-Chrome and an RGB splitter delivers great value.

Colourpic 82%
£399 JCL 0892 75791
Real-time system. Pro quality, but needs quality camera.

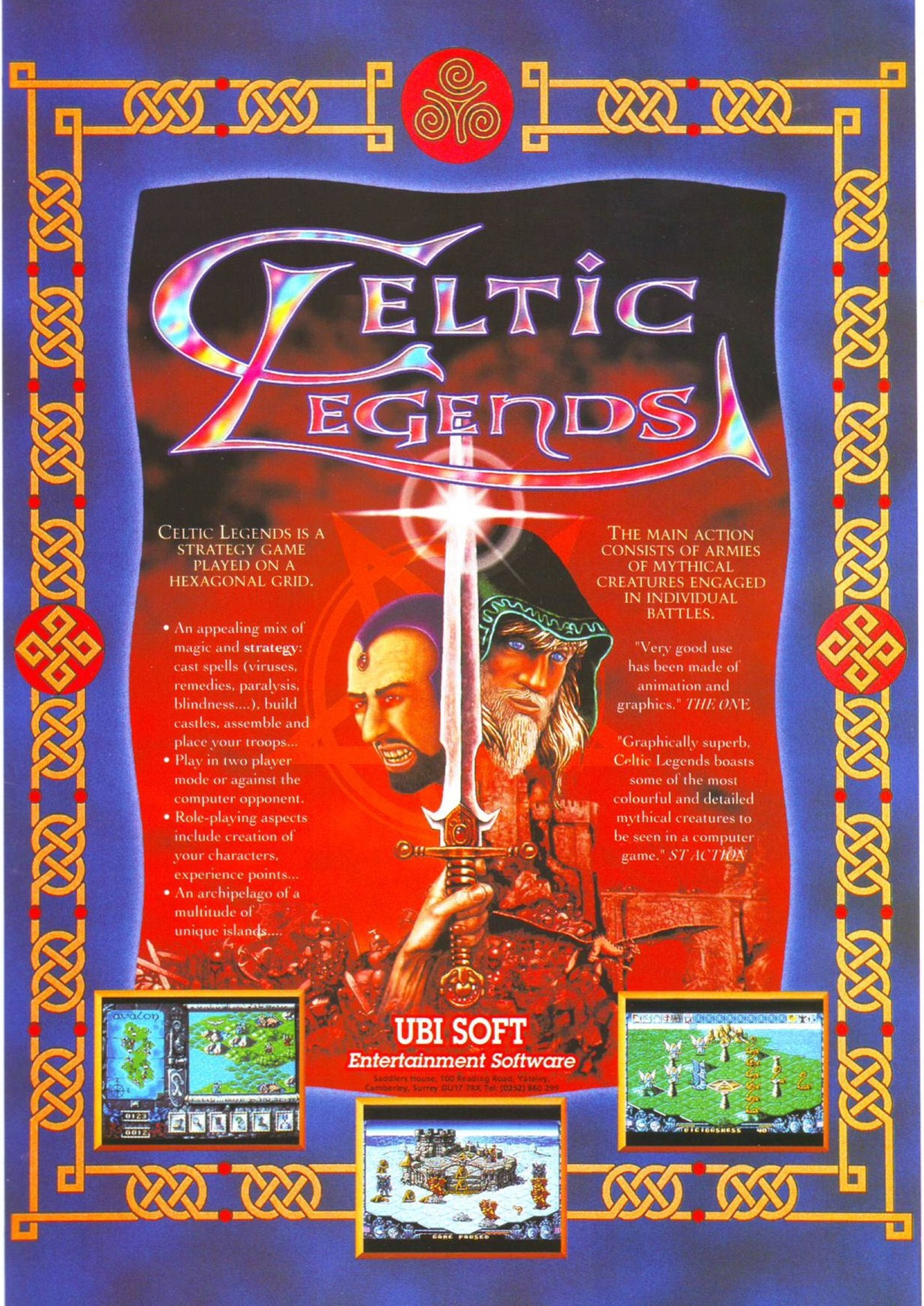
Superpic 82%
£499 JCL 0892 75791
Same as Colourpic, but with built-in genlock.

FrameGrabber 256 82%
£599 Progressive Peripherals via Marcam 0604 790466
The best real-time grabber there is and most expensive.

Videon 55%
£99 HB Marketing 0753 686000
Full-colour in one pass but not real-time. Average quality.

Datel Video Digitiser 2 90% (FG)
£89.99 Datel Electronics 0782 744707
Real-time mono grabber gives excellent results and is very easy to use.

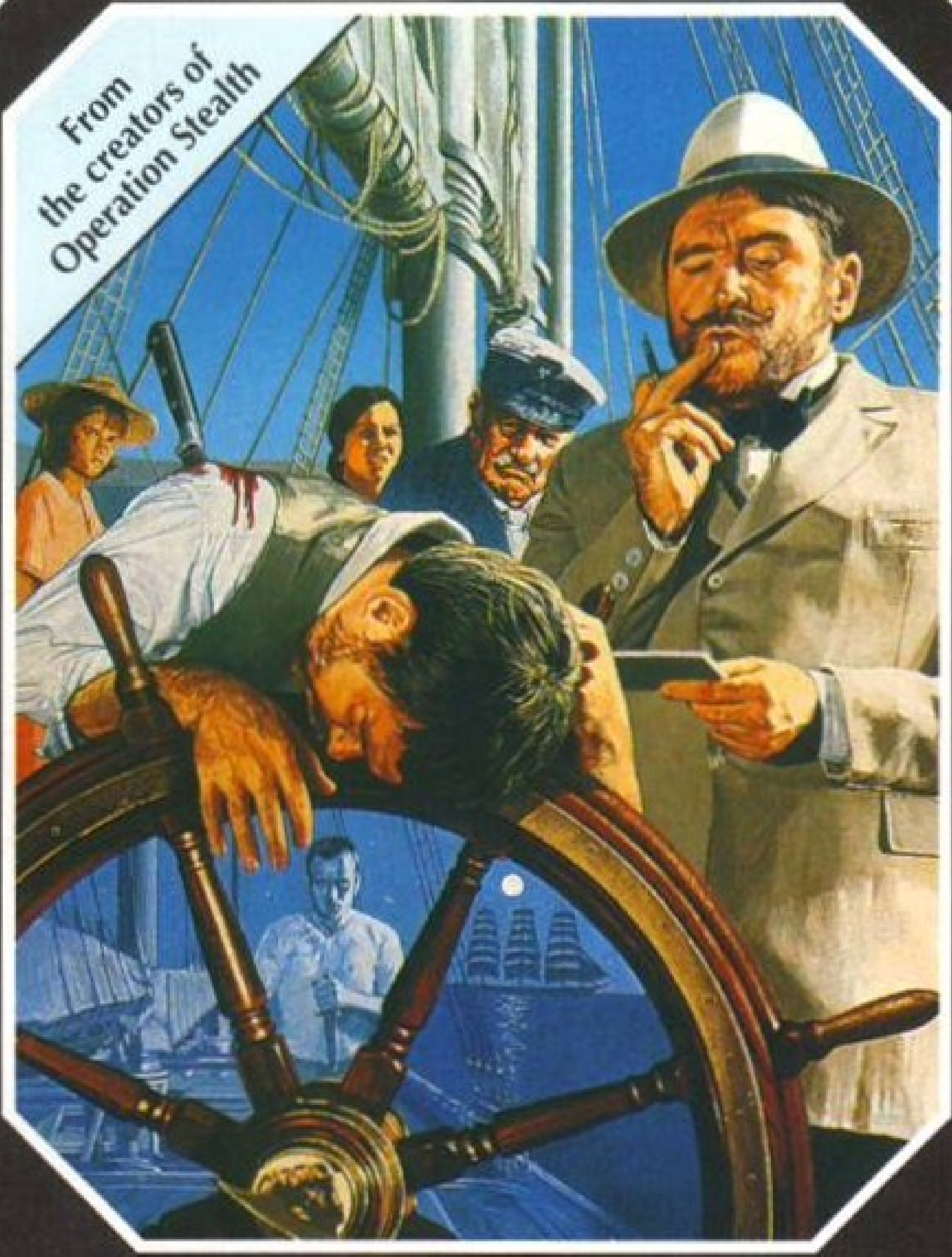
Snapshot 78%
£580 HB Marketing 0753 686000
Full-colour with excellent results, but not real-time, which lets it down.



CELTIC LEGENDS
CELTIC LEGENDS IS A STRATEGY GAME PLAYED ON A HEXAGONAL GRID.
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THE MAIN ACTION CONSISTS OF ARMIES OF MYTHICAL CREATURES ENGAGED IN INDIVIDUAL BATTLES.
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UBI SOFT
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Saddlers House, 100 Reading Road, Yateley, Camberley, Surrey GU17 7RX Tel: (0252) 860 299

THE MARK

CRUISE FOR A CORPSE



AMIGA

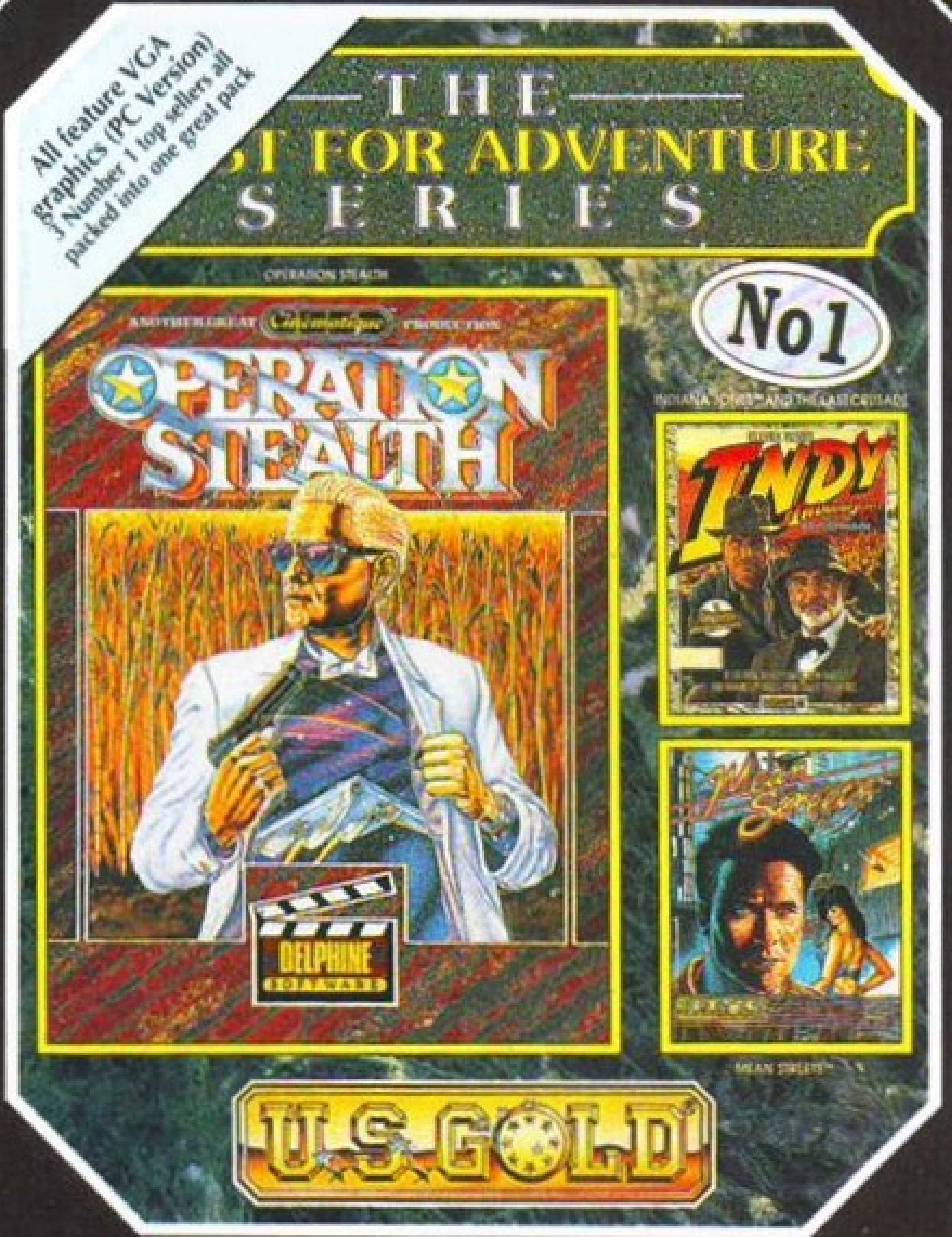


CRUISE FOR A CORPSE
Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime - the murder of his host Niklos Karaboudjan, the Greek shiping magnate. It's up to Raoul to throw some light on this sinister mystery!

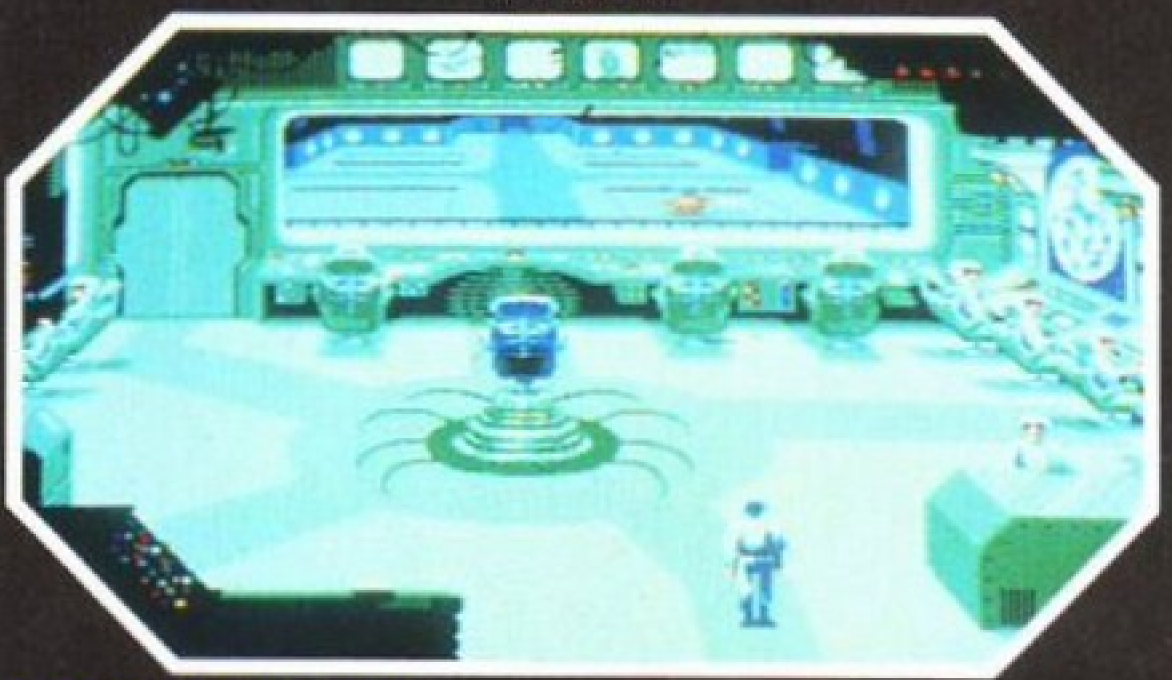
- *Wide range of actions including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, AdLib™ & Roland™ sonic support.*
- *Amiga Version features 32 colours.*

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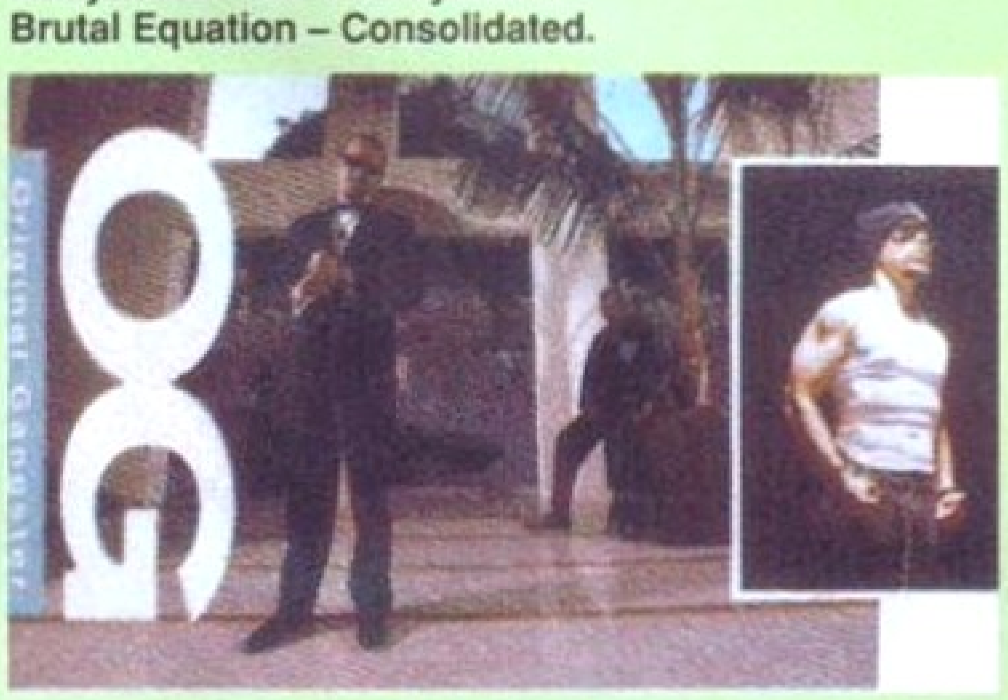
TOP TEN GAMES



Populous 2 - Electronic Arts
The Secret of Monkey Island – Lucasfilm/US Gold
Battle Isles – UBI Soft
Eye of the Beholder – SSI/US Gold
Dueteros – Activision
Mega-lo-Mania – Image Works
Speedball 2 – Image Works
First Samurai – Image Works
Thunderhawk – Core Design
Jimmy White's Whirlwind Snooker – Virgin Games

TOP FIVE MOVIES
Terminator 2
Godfather 3
New Jack City
Silence of the Lambs
Dead Again (well I liked it!)

TOP FIVE RECORDS
Bring the Noise (Apocalypse '91 Remix) – Public Enemy and Anthrax.
Bodycount – Ice T/Bodycount.
Brutal Equation – Consolidated.



Killing Fields – Ice T and the Rhyme Syndicate.
Heed the Word – X Clan (OK so it was released in 1990, but I only heard it this year and it's still spiffy).

FAVOURITE BOOK
Hocus Pocus – Kurt Vonnegut. Viciously satrical look at modern America through the eyes of a prisoner awaiting appeal. Classic Vonnegut!

Maff Evans
King of Sardinia



TOP TEN GAMES



Secret of Monkey Island – LucasFilm/US Gold
James Pond II Robocod – Millennium
Lemmings – Psygnosis
Speedball 2 – Image Works
PGA Tour Golf – Electronic Arts
Llamatron – Llamasoft
SWIV – Storm
Cruise for a Corpse – Delphine
First Samurai – Image Works
Lotus Turbo Challenge 2 – Gremlin

TOP FIVE MOVIES
Akira
Jacob's Ladder

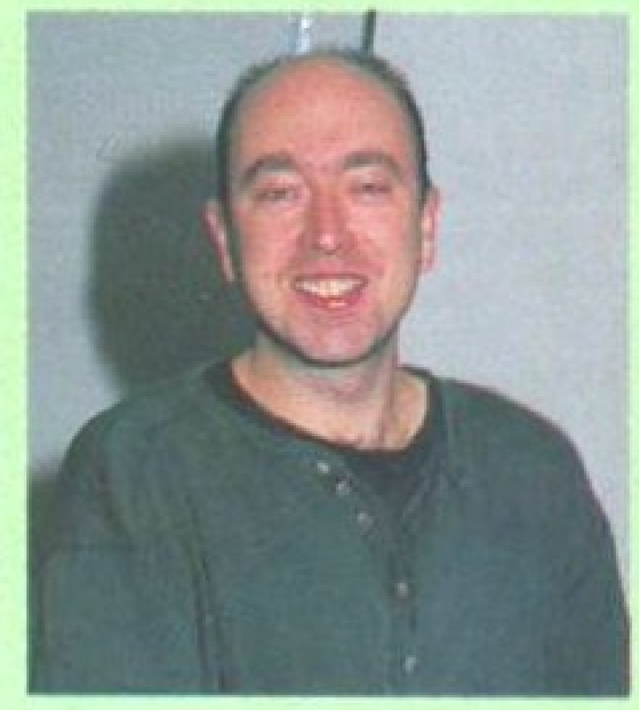


Terminator 2
Predator 2
New Jack City

TOP FIVE RECORDS
This World Must Be Destroyed – Front 242
Get Down, Make Love – Nine Inch Nails
This is Fascism – Consolidated
Smell of Teen Spirit – Nirvana
Crawl – Controlled Bleeding

FAVOURITE BOOK
Toady – Mark Morris. A horror story set in a seaside town during a bleak winter. The plot centres around a group of boys who call up an evil spirit during a seance and have to deal with the consequences. A tight, original story with a surprising twist.

Damien Noonan
Editor-in-Chief



Our

It wasn't just the year of the Am
the hostages were freed and wh
midnight oil they spent there tim

Gary Lord
Chief Group Sub



Frank Bartucca
Executive Designer



TOP FIVE GAMES
PGA Tour Golf – Electronic Arts
First Samurai – Mirorsoft
The Secret of Monkey Island – US Gold
Lemmings – Psygnosis
Jimmy White's Whirlwind Snooker – Virgin



TOP FIVE MOVIES
Akira – the Movie
Terminator 2
Wild at Heart
Dark Angel
Truly, Madly, Deeply

TOP FIVE RECORDS
Losing my Religion – REM
Hippychick – Soho
Peggy Suicide (the album) – Julian Cope
Smells like Teen Spirit – Nirvana
Zoë – Sunshine on a Rainy Day

FAVOURITE BOOK
Vineland – Thomas Pynchon

Year

ga, the Gulf War came and went,
the AF team weren't burning the
enjoying the following...

TOP TEN GAMES
Lotus Turbo 2
Lemmings
SWIV
PGA Tour
Super Space Invaders



TOP FIVE MOVIES
Cyrano de Bergerac
The Silence of the Lambs
The Nasty Girl
Thelma and Louise
Life is Sweet

TOP FIVE RECORDS
Shiny Happy People – REM
Move any Mountain – The Shamen
Can You Dig It? – The Mock Turtles
This is Your Life – Banderas
It Ain't Over 'til it's Over – Lenny Kravitz

FAVOURITE BOOK
The Great Gatsby – F Scott Fitzgerald

TOP TEN GAMES
Lotus Turbo Challenge Two
PGA Tour Golf
Lemmings
SWIV
Jimmy White's Whirlwind Snooker

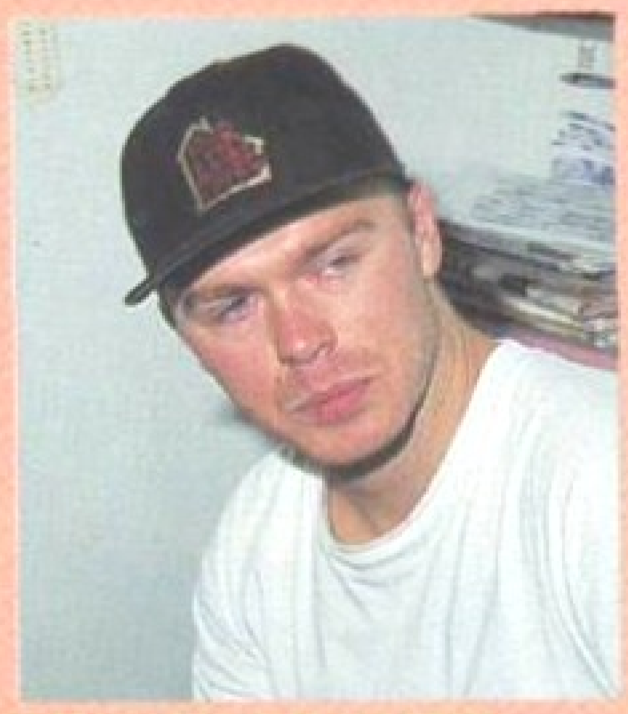


TOP FIVE MOVIES
Godfather III
Terminator 2 : Judgement Day
Batman – The Movie (60s version)
The Russia House
The Doors

TOP FIVE RECORDS
The Doors – In Concert
The very best of T-Rex
The Doors – The Doors
Where the Pyramid meets the Eye
Peggy Suicide – Julian Cope

FAVE BOOK
The Garden of Eden – Ernest Hemingway

Marcus Dyson
Art Director



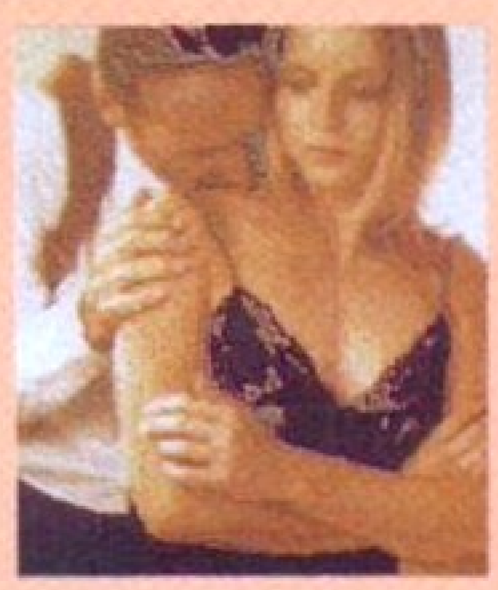
TOP TEN GAMES



Lemmings – Psygnosis
James Pond II Robocod – Millennium
SWIV – Storm
Llamatron – Llamasoft
Spindizzy Worlds – Activision
PGA Tour Golf – Electronic Arts
Lotus Turbo Callenge 2 – Gremlin
Jimmy White's Whirlwind Snooker – Virgin
Super Space Invaders – Domark
Rodland – Storm

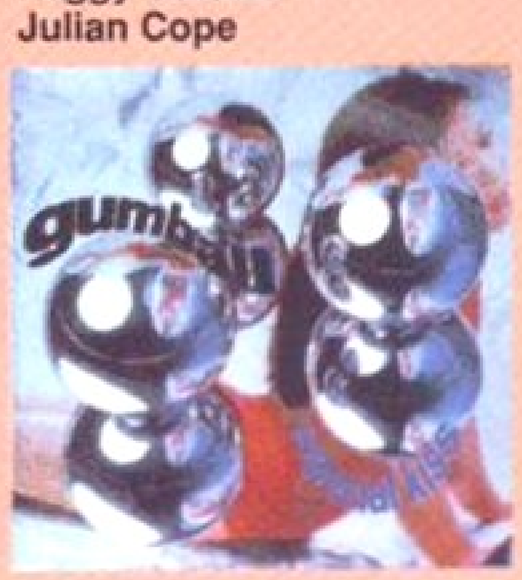
TOP FIVE MOVIES
Nikita
Talk Radio
The Hot Spot



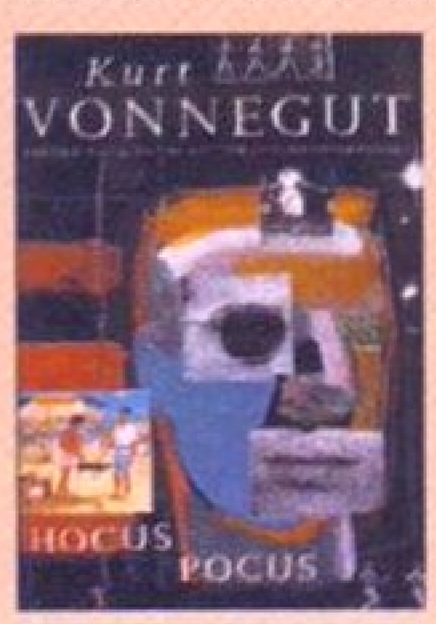


Catchfire
Roselyn and the Lions

TOP FIVE RECORDS
Gish - Smashing Pumpkins
Peggy Suicide - Julian Cope



Special Kiss - Gumball
Nevermind - Nirvana
Birdbrain - Buffalo Tom

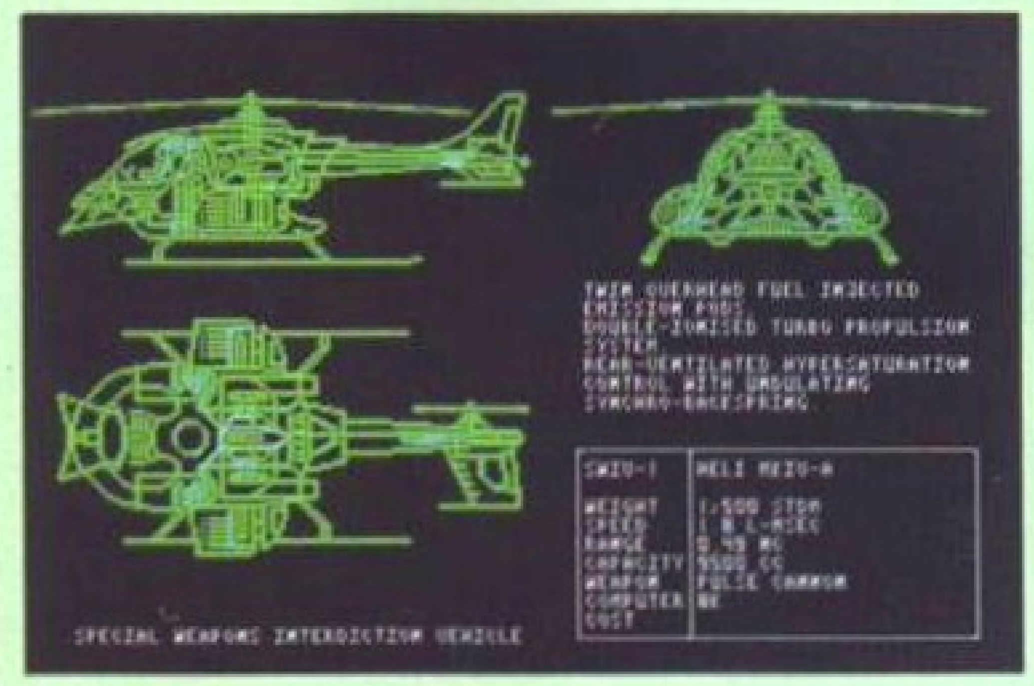


FAVORITE BOOK
Hocus Pocus - Kurk Vonnegut

Pat MacDonald
Technical Guru

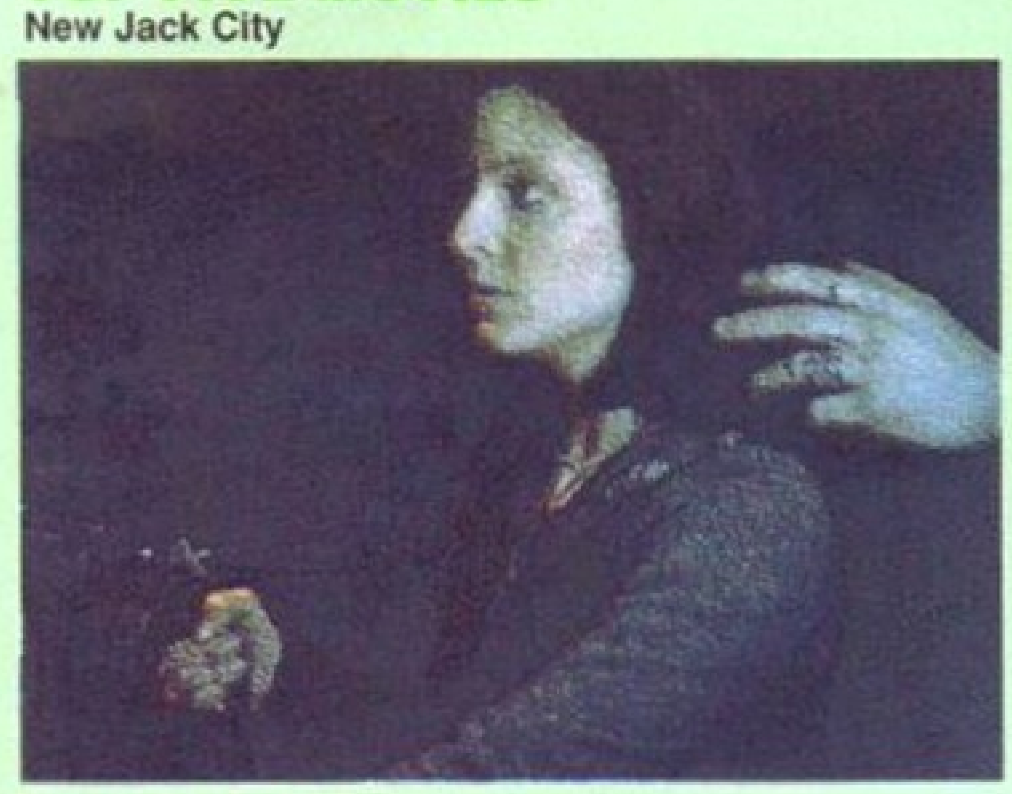


TOP TEN GAMES



SWIV - Storm
Speedball 2 – Imageworks
Gods – Renegade
MiG-29M – Domark
Full Contact – Team 17
Narco Police – Dinamic
Air Warrior – On-line
PGA Tour Golf – Electronic Arts
Silent Service II – MicroProse
Sea Lance – PD!

TOP FIVE MOVIES
New Jack City



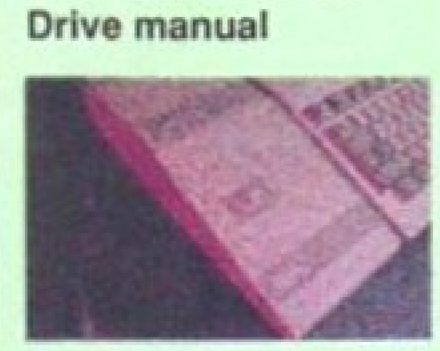
Silence of the lambs
Terminator 2
Cyrano de Bergerac
Henry V

TOP FIVE RECORDS
Decade of Aggression – Slayer
Metallica – Metallica
Mindfunk – Mindfunk
Mr Bungle – Mr Bungle



Nevermind – Nirvana

FAVOURITE BOOK
GVP Series 2 Hard Drive manual



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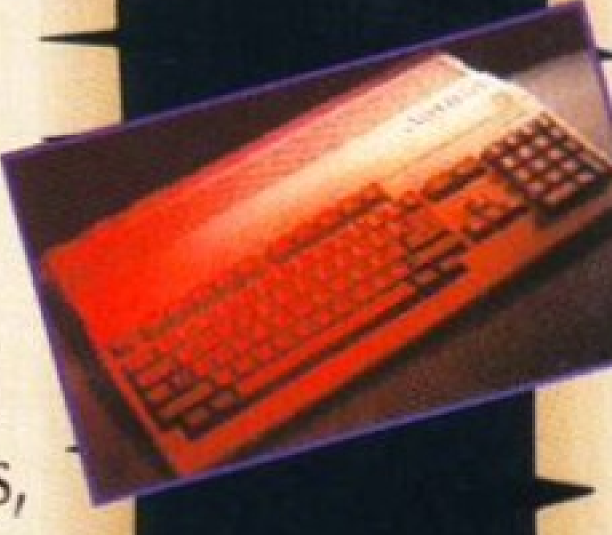
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(Dept AP1)

I wish it could b

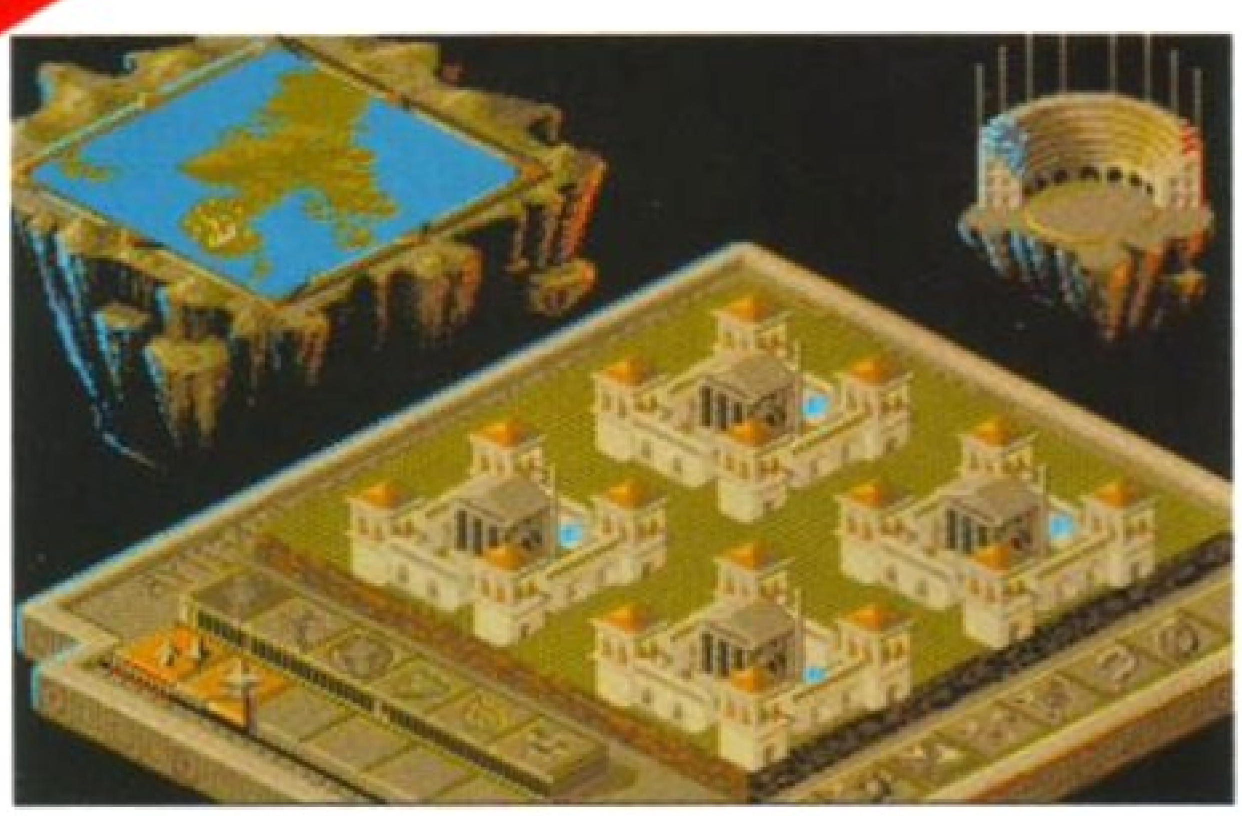
Place your bets, the runners are under starter's orders and ready for the Christmas software handicap hurdle. It's the race to see which game will hit the top slot at closing time on December 24. Game publishers have chewed their fingernails up to their elbows, eager to know whether they've made the big time during the Chrimbo software silly season.

Powermonger took the top Amiga honours last year, with those pesky Turtles coming close behind. In 1989 *Batman – the Movie* stole the race, despite the handicap of being bundled with all new A500s and the incredible sales of the number two title *Hard Drivin'*. Who is in line for winning glory this year? Will hype or good game design win? Are we all licence lemmings or will another original title take the Christmas chart crown. We've stacked up all the biggest names and all the biggest games to rate their chances.

DUNC'S TIP FOR THE TOP

Populous 2 ■ £29.99 Electronic Arts

The biggest name in Amiga games has its second coming and could repeat the *Powermonger* success. It's an instant classic but could not make the race because of final testing and packaging. If it makes it in time, this god game could rule the courses over yule-tide and for months to come. The strongest original runner in the field.



The popular winged pony that has the gods on its side is Dunc's Tip for the Top. An especially kind runner, but can rile up if it so pleases. An all rounder and world beater, it's going to be around for a while yet. A real winner. Bets on!

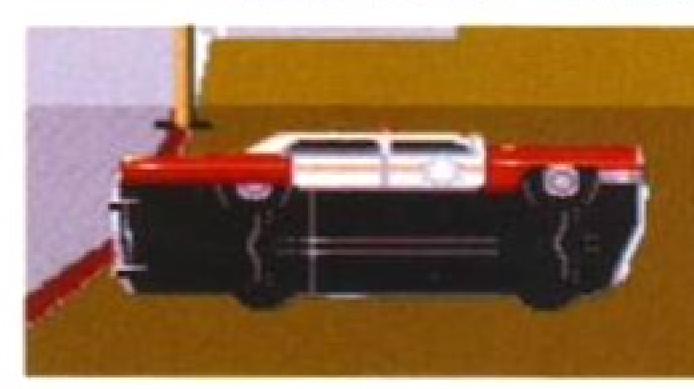
Oh No! More Lemmings! ■ Psygnosis £14.99/£25.99



With a hundred industrious handlers, this horse is bound to be well groomed. Prefers solid ground and to stay with the group.

Double-edged sales pitch (as data disk and stand alone game) should give the lemms a numerical advantage. The success of the original Lemmings and its inclusion in the Cartoon Classics bundle mean there's a vast potential market for data disks, but take up may not be as sudden as a 'new' release.

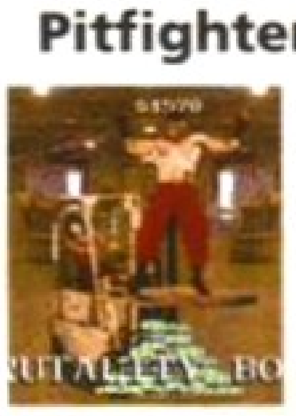
Cisco Heat ■ £25.99 Image Works



An honest law-abiding horse. Known in the field as Frisky Ciscy, this excitable filly can get a little too frisky, and sometimes doesn't even make the track.

Christmas driving games are as traditional as Bond movies, but *Cisco* lacks the arcade appeal of *Smash* or *G-loc* to really be a major contender. The conversion (Page 129) is thorough but a bit smallish. Its claim to fame is also overshadowed by *Formula 1 GP* and *Lotus*.

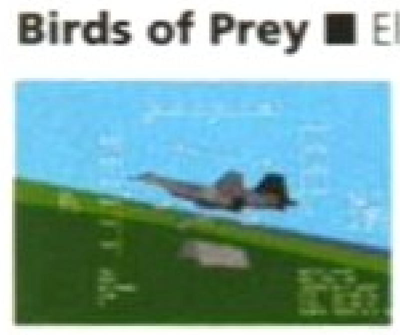
Pitfighter ■ Domark £25.99



An aggressive strong horse. Attacks every track with real vehement.

A huge arcade hit, the conversion is limited by the game it copied – it's just a weird beat em up. Poor critical response from the press may have hurt its chances. Pitfighter has a big name but little else to support it's bid for the world title. Unlikely to be up there come the 24th.

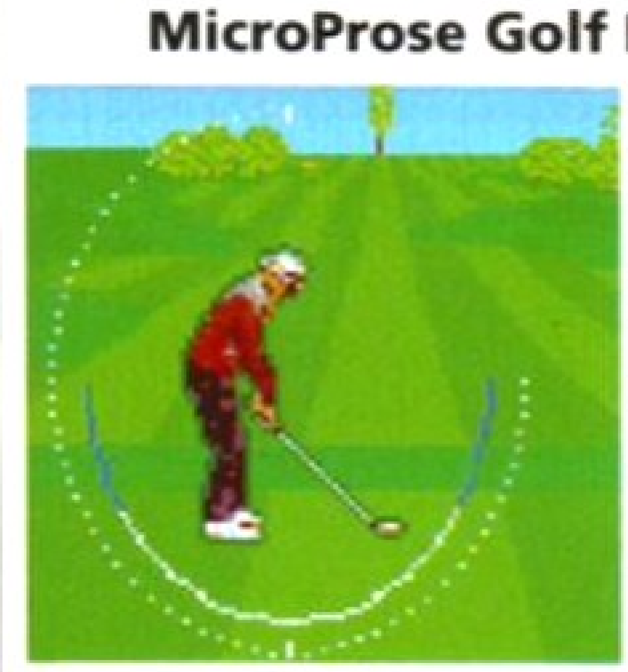
Birds of Prey ■ Electronic Arts £30.99



Usually gets off to a flying start, but lacks consistency. A good jumper, seems at home in the air.

The long awaited multi-plane flight sim has the reputation to demand Number One status this Christmas. Its complexity and release delays may have fatally wounded its chart chances. Do enough people remember it to make it a major Christmas force?

MicroProse Golf ■ MicroProse £30.99



PGA Tour Golf took the honours as the year's best charting mare (Page 122) so hopes are high for the MicroProse stables. A cracking golf outing *Golf* has the stamina to still be racing well into '92 but may not have the sprint start needed for Christmas.

Another newcomer to race. Tends to swing round bends with remarkable ease.

Captain Planet ■ Mindscape £25.99



A newcomer to the Green stables. Has a good temperament, but may find this track a little hard.

Hmmm! It would be huge if the hype worked. But as nobody seems to care about (or watch) the cartoon series, the licence's power appears limited. The game itself (Page 101) and its inclusion in the Cartoon Classics bundle seems to have spoilt the Captain's chances.

Knightmare ■ Mindscape £25.99



A bit of a dark horse. Likes to come up from behind, but tends to just stay there.

Evolved from the same breeding system as the award-winning Captive, *Knightmare* has cult TV coverage to back the game up. A good mix of licence and horse should make it a real front runner, but somehow it doesn't feel like a contender. More of a long distance game than an instant hit.

Super Space Invaders ■ Domark £25.99



A nostalgia trip conversion of the revamped Taito arcade, this one had a slow start on the point-to-point this month – although this could reflect a late release during the monthly stakes. The name could benefit from the 'Granny Factor' with its famous arcade name pulling in pressie-buying folk. A dark horse maybe?

This young colt has a lot to live up to. 13 years after his famous father started a revolution.

e Christmas No.1

Robocop 3D ■ £25.99 Ocean



A Chrimble fave, *Robocop* is back but this time in 3D. The *F-29* stable bring us this metal police horse in vector style. After a touch-and-go period it now looks a cert to make it out before the 24th. This time the game's out BEFORE the movie which could hamper Robo's top spot shot.

Robby tends to zoom out in front of the others, but he's been said to be a little rusty lately.

Smash TV ■ £25.99 Ocean



Super Smashy, a real blood thirsty runner.

This stunning William's coin-op was a massive hit at the recent Commodore Derby and is a long-time favourite of the Format team. Hard-core blasting action is promised in the conversion but that may not be enough to see it through the cut throat Christmas competition. *Smash TV* leads the coin op charge.

G-Loc ■ £25.99 US Gold



This outsider could be in the wrong race.

The hugely successful Sega coin-op aims to take over where *Afterburner* left off. An absolute pig to convert, US Gold look to have made a good job of cramming it onto computer. Can coin-ops, regardless of their conversion handicap quality, still make the grade as major Amiga titles? It remains an outsider with big title support.

Bart Simpson ■ £25.99 Ocean



Sky's Bart should make a major bid for the title as it backs an enormous licence with a strong colt. The yellowman could be hamstrung by his appearance in the Cartoon Classics bundle, although it didn't hurt *Batman* back in 1989. One of the favourites to make it to the top of the stakes.

The wildest of the runners. A mustang with an attitude, he prefers eating jockey's shorts to hay.

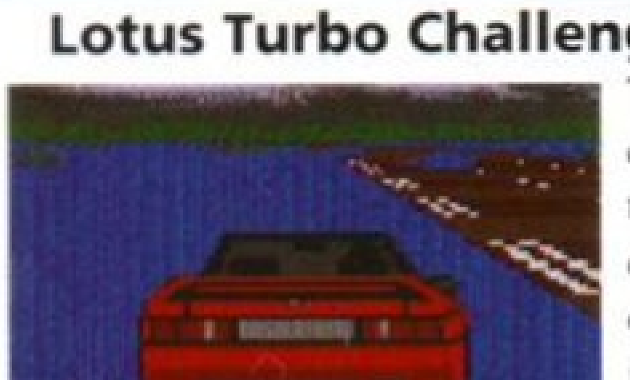
First Samurai ■ £25.99 Image Works



Known as Singing Sam. This friendly colt plays a holy tune. Hallelujah!

Vivid Image's stunning beat-em-up earned a Format Gold an issue ago. Taking beat-em-ups further than ever before, it races fast over a huge track. Its debut race was scheduled for November, but is delayed to give it a Christmas shot. A major contender, but an early release may set the initial pace too high.

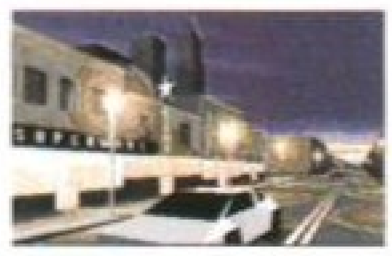
Lotus Turbo Challenge 2 ■ £25.99 Gremlin



A good finisher, but the water jumps may cause problems. Still a good bet for the day

The current king of the racing circuit, Lotus is unlikely to still be there come the 24th. It has sold in droves already, so is there anyone out there who hasn't already got it? Still, with such an overwhelming instant response it cannot be ignored. Has it got the legs to last the distance.

Robocod ■ Millennium £25.99



Still trying to find a parking space.

An awesomely cute platform game in a console style. *Robocod* out 'Sonics' Sega's hedgehog in many pundits' opinions. Its pun name may be its biggest liability. If there's any justice this one should make a major impact as it's excellent in terms of gameplay and technical construction.

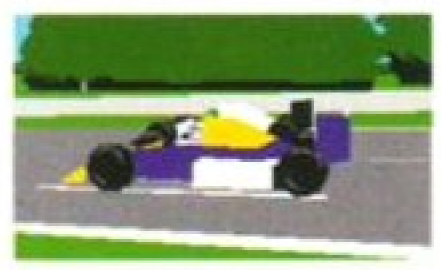
Heimdall ■ Core Design £30.99



A horse that has undergone some vigorous training.

A glorious isometric adventure and could go all the way. Its first day sales were phenomenal and if it can keep the pressure up it should give *Pop 2* a run. Core titles have a history of high initial placings that tail off into steady long-term success lower in the chart.

Formula 1 GP ■ MicroProse £30.99



Still trying to find the track. But when it does, it's sure to make an impression.

Ultra-slick car sim (Page 132) and interest in this one is intense. The test will be if it can race into the shops by the Christmas deadline. If it makes it to the retailers in time, then watch it climb. One of the best bets for Number One if it makes it in time.

Turtles Coin Op ■ Image Works £25.99



One of the slower runners. Having to carry a lot of extra weight.

Last year's Turtlemania has cooled down and may hamper the chances of this conversion. Drawn from the strong arcade machine it's got every chance of making the grade as a game, but the subject matter may prove more of a hindrance than a help.

Wrestlemania ■ £25.99 Ocean



Yankee-doodle-dandy, going wrong way is handy.

Over-the-top American style action, *WWF* is phenomenally popular. It sells 200,000 mags a month, and it should be a sure fire hit at Aintree. An acid test of the 'sports' popularity, can a beat-em-up stallion cut it at Christmas? Probably!

"Honest" Dunc's Screenplay Tote Jackpot

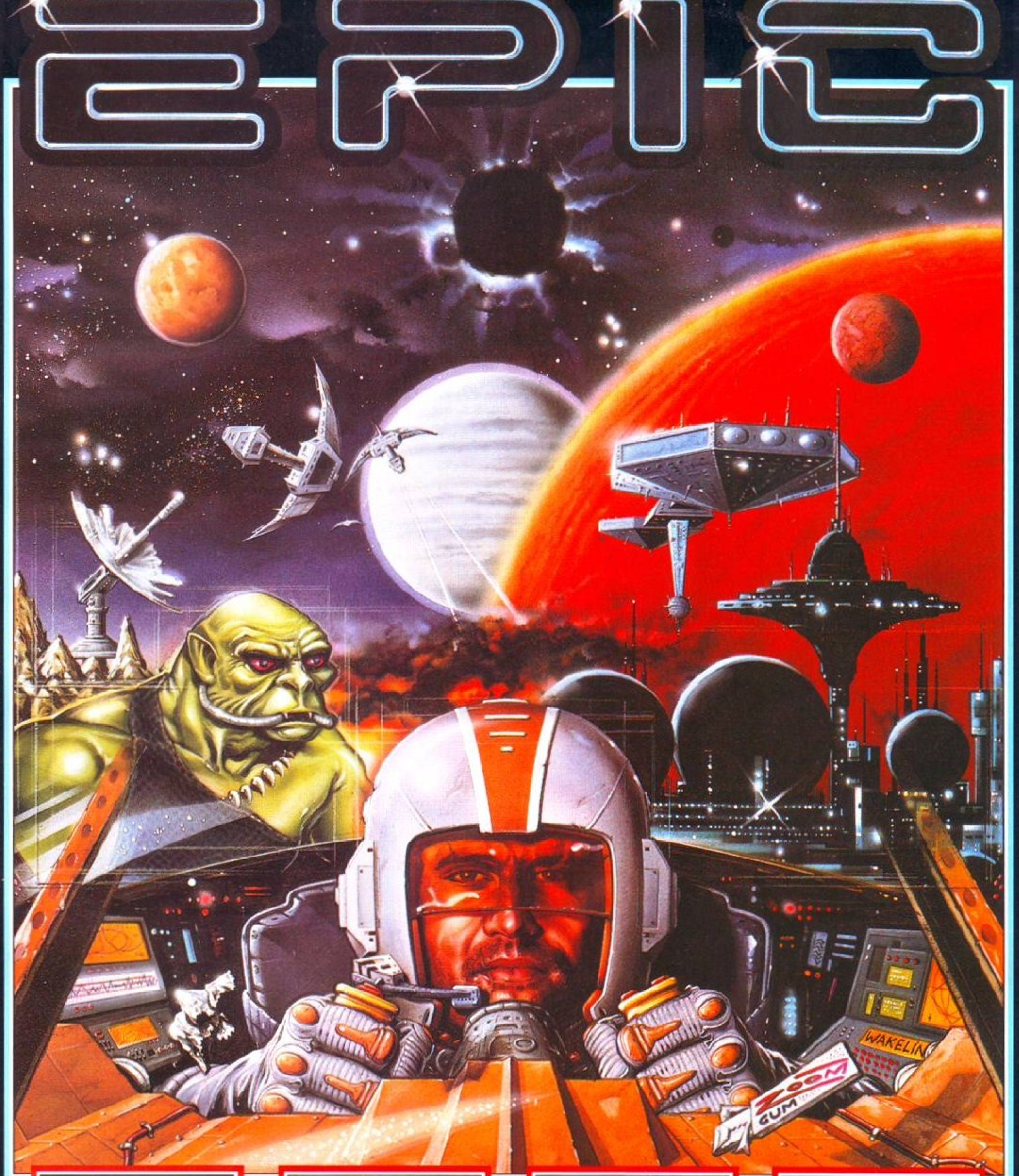
Race for the Christmas No1

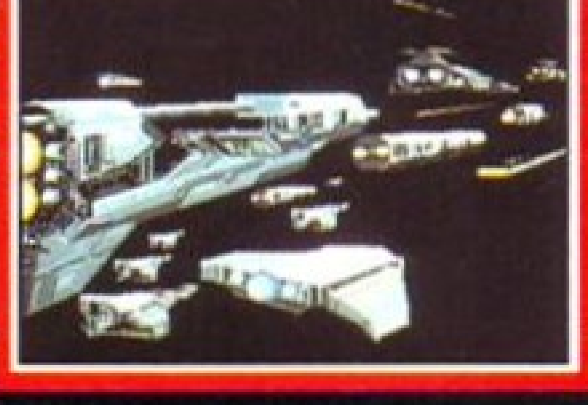
1. Populous 2	2-1
2. Smash TV	5-1
3. Wrestlemania	5-2
4. Robocop 3D	7-2
5. Robocod	9-2
6. Bart Simpson	10-1
7. Heimdall	10-1
8. Oh No! More Lemmings!	11-2
9. Formula 1 Grand Prix	11-4
10. First Samurai	12-1
11. Lotus 2	12-1
12. Super Space Invaders	16-1
13. MicroProse Golf	16-1
14. Knightmare	20-1
15. Turtles Coin-op	33-1
16. Cisco Heat	50-1
17. G-loc	66-1
18. Birds of Prey	500-1
19. Captain Planet	500-1
20. Pitfighter	500-1

Which of these 20 has the chance of making the grade? If the world was fair and just: *Populous 2*, *Smash TV* or *Robocod* should be tops on the 24th. All three have that original feel to them – though all three are developments of earlier concepts! And of these, *Populous 2* seems the best shot.

The winner, though will probably be *WWF*. Ocean are backing it up with loads of in-the-box goodies.

The other major contender is *Oh No! More Lemmings*, but it will depend on peoples' willingness to torture themselves with another 100 levels of puzzle-based angst! It also depends on what state people left *Lemmings* in. Judgment day is this 24th. Will it be a self-satisfied smug grin I've got on my face or just egg? Tune into Issue 31 to find out, who did what, when, and why.











T.V. SHOTS TAKEN FROM CBM AMIGA FORMAT.

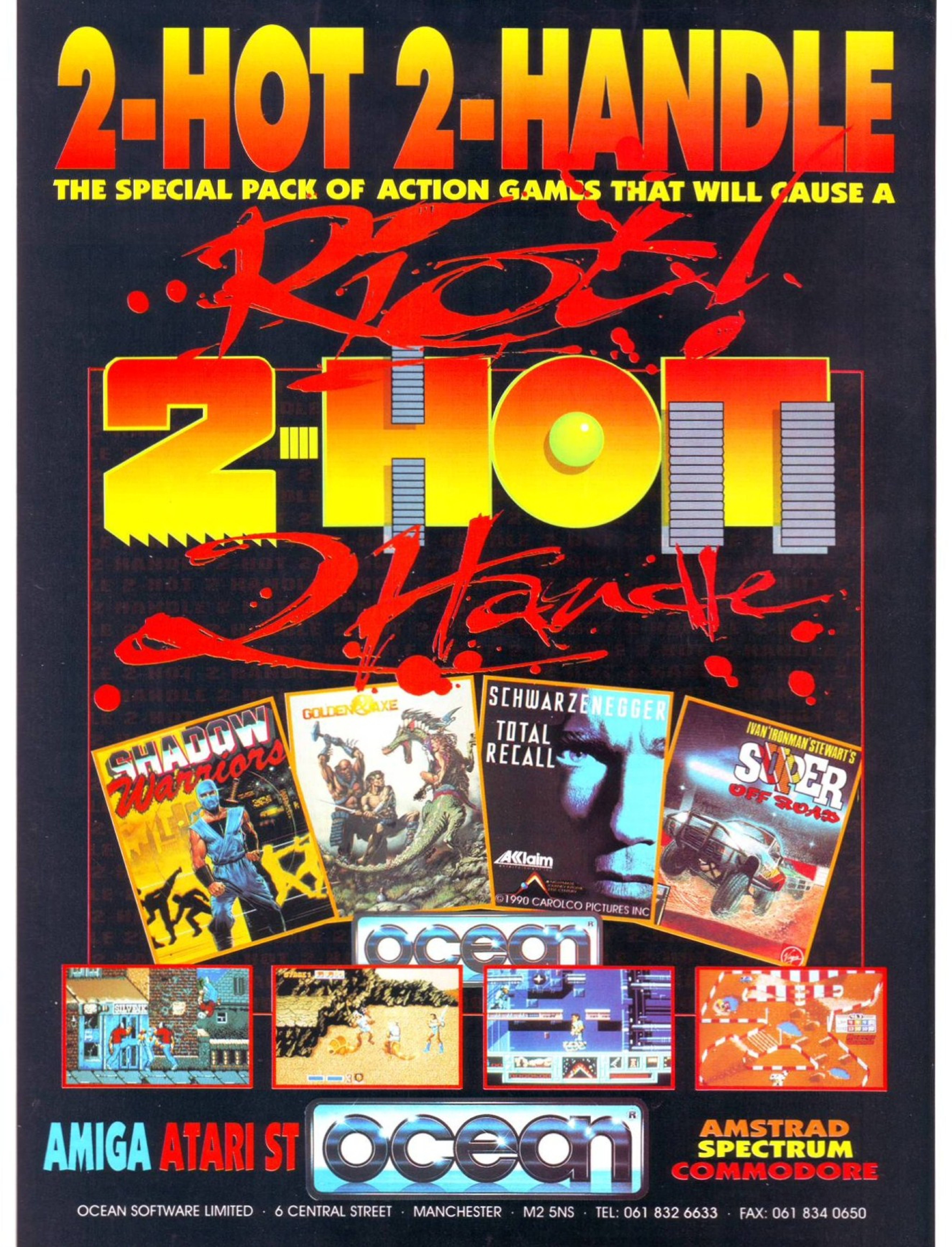
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Ch-ch-changes:

Who better to ask for their views on the best games of 1991 than the top programmers? **Gary Penn** finds what they liked and what they're expecting to be big next year…



Peter Molyneux, BULLFROG PRODUCTIONS (Powermonger, Populous 2)

'91 "There wasn't anything totally exciting. Utopia and Mega-lo-Mania should have been exciting, but Utopia had so many bugs and it crashes, and with Mega-lo-Mania, the formula for winning was quite simple. The caddy system on the CDTV is ridiculous."

'92 "There are few things coming around the corner. Civilisation (Sid Meier's latest) is likely to turn us on the most."



Andrew Braybrook, GRAFTGOLD (Rainbow Islands, Realms)

'91 "Turrican II – I just had to finish it. The same with Lemmings. Now you can't get any of the team off Jimmy White's Whirlwind Snooker in the lunchtimes."

'92 "We are eagerly awaiting the Lemmings data disk, of course. And the sequel. Chaos Engine has a nice look to it, particularly the way they use the colours. And we did like the look of Apocalypse. Excellent."



Paul Walker, ARC DEVELOPMENTS (Forgotten Worlds, Simpsons)

'91 "The Amiga 500 Plus is good because it has the Meg as standard. There's not much that played very well this year. Erm... Jimmy White's Whirlwind Snooker – we're still playing it, every lunchtime. Lemmings was bl**dy addictive."

'92 "I'm looking forward to Populous 2. There's nothing else around really."



Colin Boswell, THE KREMLIN (Domark's HQ)

'91 "Alien Breed was a good shoot-em-up with a bit of intelligence. Speedball 2 was our favourite multi-player game. Chuck Rock and Rodland because of the graphics. Hunter is popular with a couple of the people here."

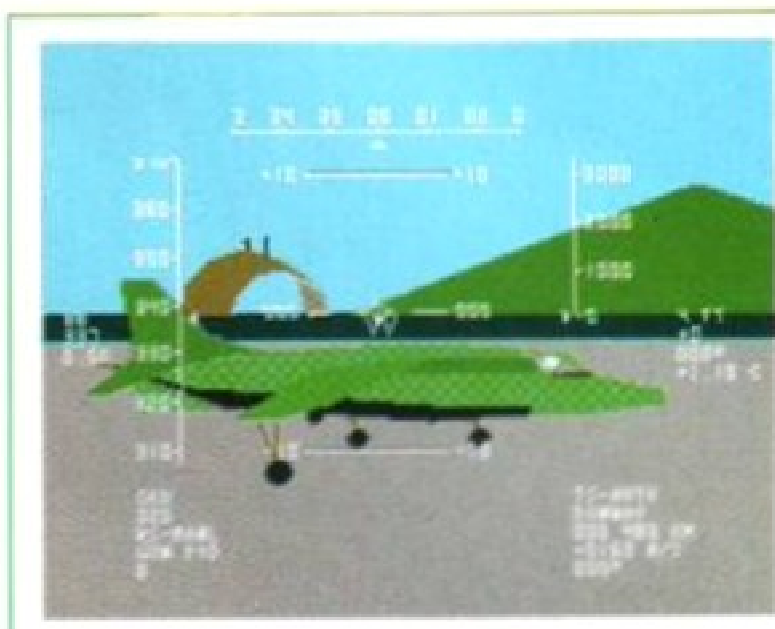
'92 "It would be nice to see a few packages that take advantage of the CDTV's facilities. And stretching a bit further the virtual reality theme. I'd like to see some games with a bit more thought as to what you can use the CD-ROM for. We think we've cracked it with Trivial Pursuit. "



Jon Hare, SENSIBLE SOFTWARE (Mega-lo-Mania, Wizkid)

'91 "Lemmings was the 'G' spot of our year because it's innovative and fun to play. By the time we'd played the demo disk we didn't really want the full game, but it's only really because we don't play much else other than Kick Off 2."

'92 "Lemmings II, because the demo disk will be good. Doubtless we will buy Kick Off 3. It will be interesting to see what they do with it because we're writing a game which takes over from where Kick Off left off. And doubtless it will be good fun to play."



Richard Clucas, ARGONAUT (Starglider, Birds of Prey)

'91 "Birds Of Prey. It's about bl**dy time it came out, and it's really exciting because of the huge amount of things you can do in it. Lemmings was good – very addictive to play."

'92 "ATAC (Advanced Tactical Air Command). It's another flight simulator, but this one's for MicroProse. You actually need to be able to fly to do it properly, and you can fly either a plane or a helicopter. It's due for release in the second quarter of next year."

Gary Liddon, STRANGEWAYS



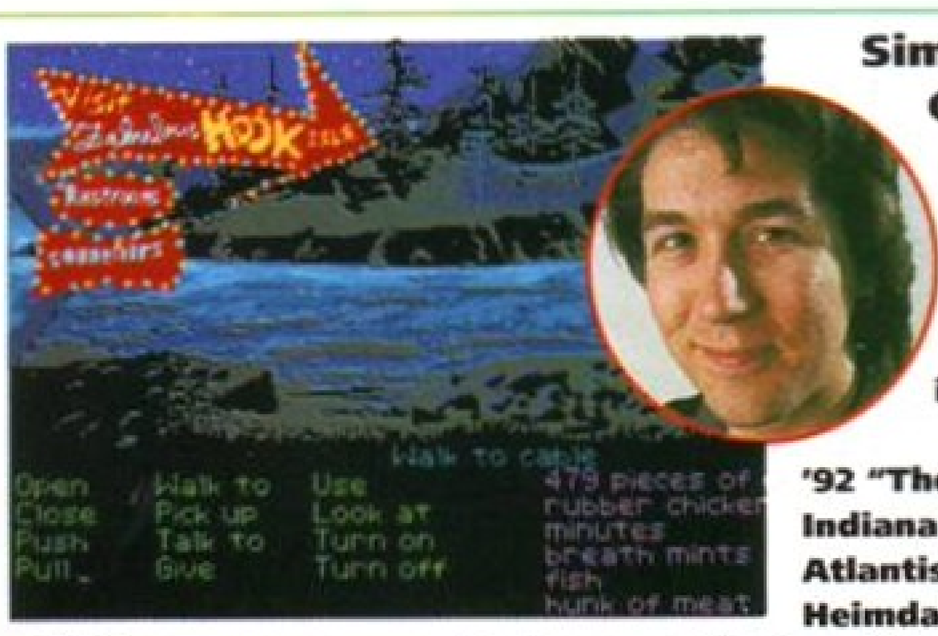
'91 "Nothing. No - Formula One Grand Prix. It looks smashing."

'92 "Elite II. It sounds smashing. And Bodycount and Apocalypse. They are smashing – better than any other games with the same names."

Karl Jeffery, IMAGES SOFTWARE LTD

'91 "Lemmings, for its originality. Lotus Turbo Esprit plays well. RoboCod I liked, because there are lots of little cute things in it. Technically, our own G-LOC is looking good for Christmas, combining sprites and vectors."

'92 "It would be nice to see a few more A500 Plus products, making use of the extra memory. That's the way to go."



Simon Phipps, CORE DESIGN

'91 "The Secret Of Monkey Island was so much fun. When it came out we had a competition to complete it. That's it really."

'92 "The sequel to Monkey Island... Indiana Jones and The Fate Of Atlantis... We're all excited about a Heimdall sequel. And Rob Toone's rabid for a proper sequel to Dungeon Master. Oh yes, and the development of CD-ROM, so we can start putting big things on the Amiga."

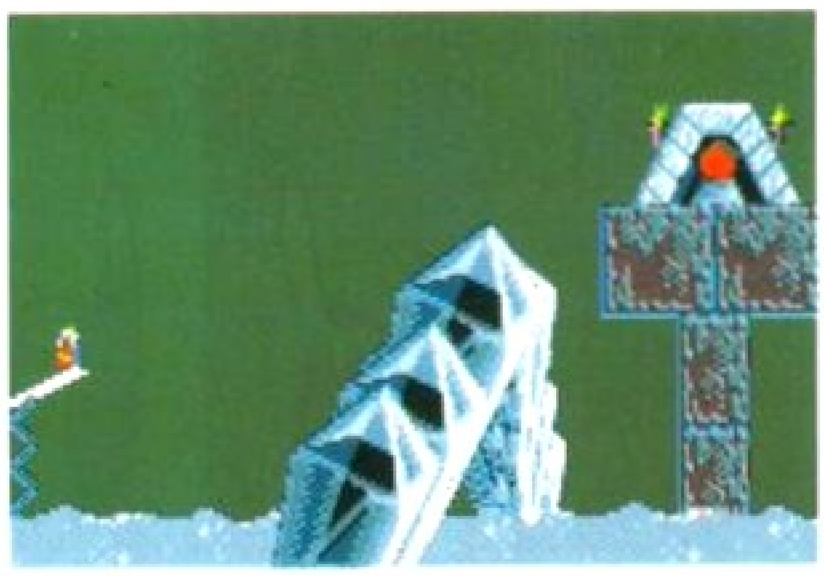


Tony Crowther (Captive, Knightmare)

'91 "There ain't been much to cry about. Definitely Lemmings – cute, cuddly and fun. The CDTV's nice, but it's flogged wrongly – it should be sold as a disc drive, not an encyclopaedia."

'92 "I'm looking forward to doing Recaptured. Knightmare is going through to '92: I'll be intrigued to see how it goes. Me brother's after a sequel to Indy 500. I'd like to see a new Blitter chip for the Amiga, one that can do real-time reduction and x-flipping. Another sound chip would be better – it hasn't got enough voices. What might be nice is the Miracle (piano tutor from Mindscape) taking off, for all the software that'll come through.

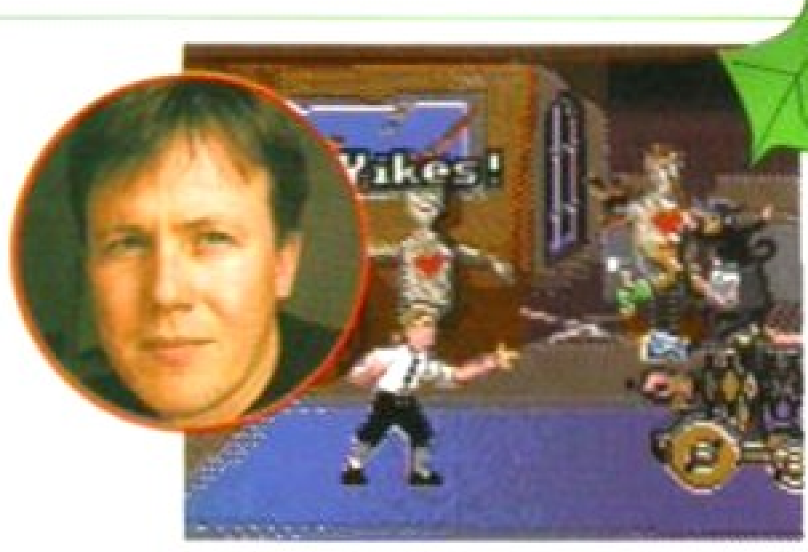
Ronald Pieket Weeserik, STORM



'91 "Lemmings is the best game ever written for the Amiga. The Amiga operating system was made more mature with Workbench Kickstart 2, and the arrival of one Megabyte of chip RAM was good for obvious reasons. The Amiga outselling the ST was pretty good too."

'92 "We hope Elite II turns out to be good. Otherwise, we look forward to the further demise of the ST, and two megabytes of chip RAM."

Eric Matthews, THE BITMAP BROTHERS



'91 "The wickedest thing this year was Richard's Speedball 2 sound effects being put in. Delphine are doing some good stuff. Monkey Island was quite good. Lemmings, but that doesn't live or die on the Amiga – it works on any format."

'92 "The one Meg as standard is good, but the problem is why didn't they do that at the beginning? I don't think people will design specifically for it, as you exclude the half meg market. We will do things for it, but it's a case of enhancing the half meg version."

91's top games and what to look for in 92

Archer Maclean (Jimmy White's Whirlwind Snooker)



'91 "Jimmy White's Whirlwind Snooker. 95 per cent of games are never as good as the reviews say they are. I think Snooker is one of the few games that matches everything that was said. Lemmings was pretty much the same – it was so well put together."

'92 "Birds Of Prey is looking impressive. Possibly Elite II – I think it'll be more of the same but technically excellent. And Snooker II. I've got some nice things lined up for that."

Neil Young, PROBE



'91 "It's been a bit of tie-in year, and that's always a bit crap. Lemmings was good, because it was fun to play. And the 3D in Thunderhawk knocked everything for six."

'92 "My tip is something fantastic from Electronic Arts. I don't know what, but they always do the business. Those Bullfrog boys have been working on some stuff and I'm sure it'll be smashing. Aliens III: The Adventure will be excellent."

Dean Lester, TEQUE (Man United Europe, Pitfighter)



'91 "Man Utd Europe was something I played a lot. Partly because I had to, but I enjoyed it. The speed and violence of Speedball II was good and an improvement on the first one. Lemmings was fun because you didn't have to kill anything."

'92 "We reckon we'll crack it with Shadowlands. There will be a surge of RPGs and lots of people who dismissed them will start getting into them. The Amiga will grow from this Christmas, with the memory expansions as standard. The CD-ROM drives are not necessarily the answer. Budgets will take off – partly because of the recession, but also because there's a lot of good old stuff around."

David Braben

'91 "Lemmings stands out by default. It's not particularly good, but it's an interesting idea. Archer's Snooker was good. He put a lot of effort into the dynamics of the balls and the way it plays. Exile is great – it's a shame it was so long coming."

'92 "A lot of stuff is formularised, and that's killing games. Piracy is a big problem. I'd like to see higher processor speed – it would keep the Amiga above water."

John Twiddy, VIVID IMAGE (First Samurai)



'91 "The Utopia and Mega-lo-Mania style of game. They're different. I don't know what it is about them, but I find them intriguing."

'92 "The Amiga having one Megabyte as standard, and that's important for fluid gameplay."

Steve Screech (Kick Off, Tip Off)



'91 "The only impressive stuff I saw was Archer Maclean's Snooker. It was fast and smooth and very, very tasty."

'92 "Kick Off 3. It'll play with the new dual firebutton joystick – Tip Off does too. You can barge, jump sliding tackles, perform diving headers and volleys... We're thinking about a couple of different viewpoints, and it'll be tactically totally different – the game'll revolve around the captain. And definitely Player Manager 2. It's a similar interface as before but a lot deeper and multi-player – hopefully."

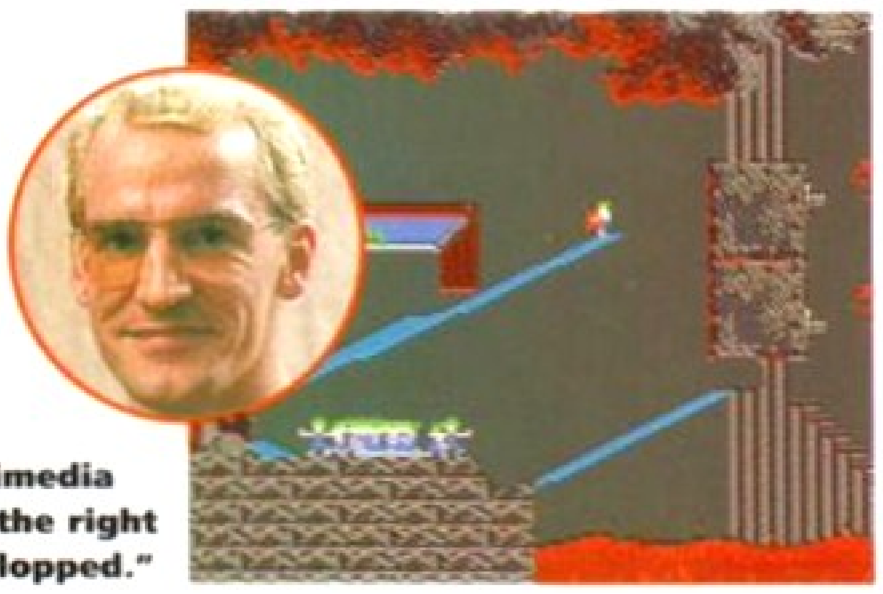
Shaun Southern, MAGNETIC FIELDS



'91 "I like the look of Formula One Grand Prix. The Snooker game looks nice too. And Exile. It looks like a 64 game but it really is fun to zip around and you feel involved. It's more of a game than graphics."

'92 "Delphine's Another World looks really nice. It's mainly vector graphics but with very high detail. I like the whole idea that you can do a lot of detail and it won't take up so much memory."

Andrew Beveridge, THE ASSEMBLY LINE (Interphase, Cybercon III)

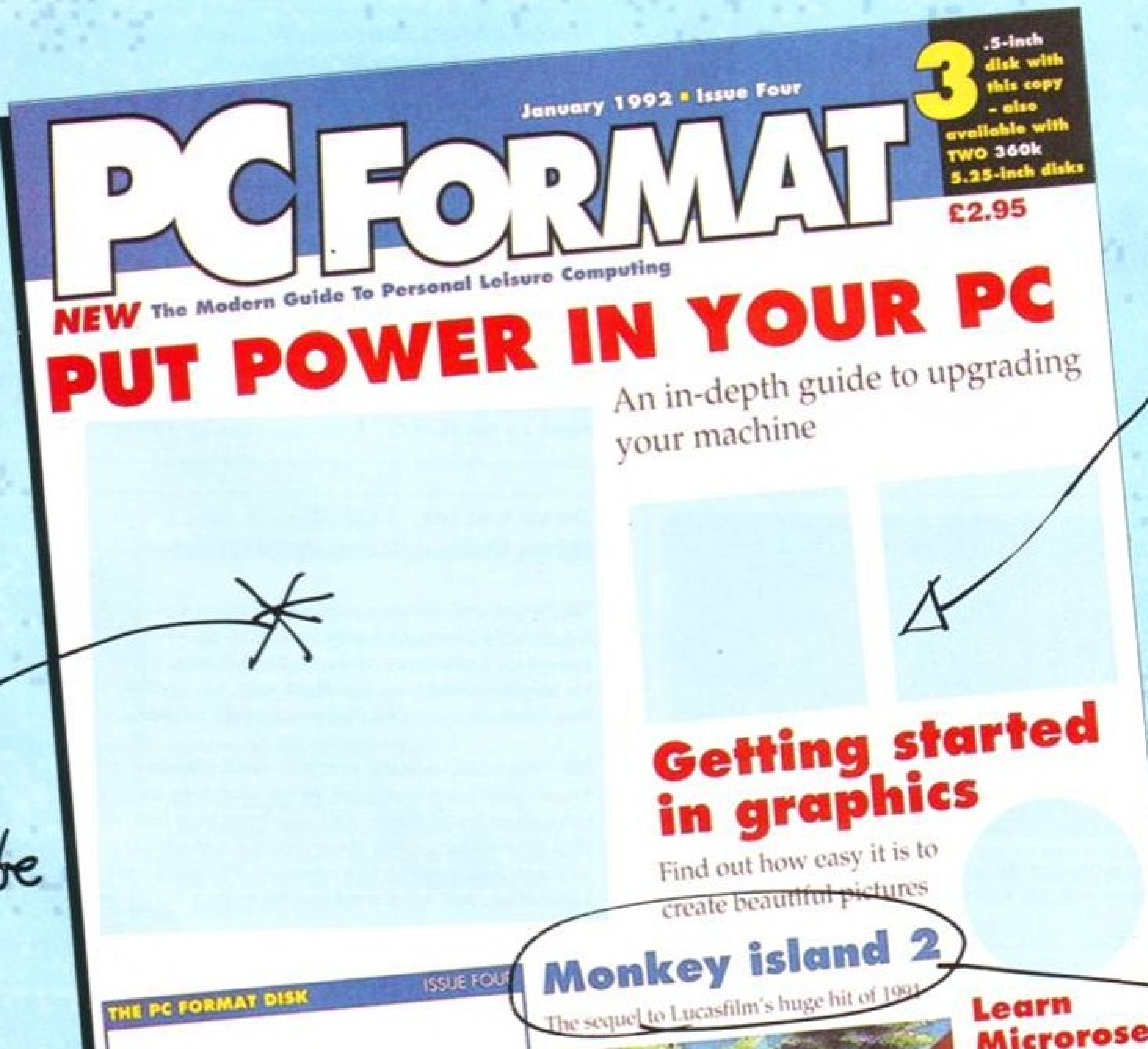


'91 "Lemmings was the last thing that caught our eye. I was disappointed with CDTV – and how well have the public taken to it? I'd like to see multimedia take off. It looks like a step in the right direction, but it looks like it's flopped."

'92 "It's a good move to have the one Meg machine as standard. Actually, I'd quite like to see a nice cheap Amiga console which runs at twice the speed."

PC FORMAT

The next issue of *PC Format* is numbered, imaginatively, 4 and will be appearing on every good newsagent's shelves on December 19. You won't want to miss the essential guide on how to upgrade your PC



Martin. We will be talking about all sorts of hardware for this, so think of a sexy shot we can use Tim.

KARL. THIS PIECE IS AIMED AT THE BEGINNER WHO KNOWS NOTHING ABOUT GRAPHICS. BOB.

RICHARD I REALLY HOPE THIS IS FINISHED ON TIME, BECAUSE THIS IS THE SECOND TIME I'VE MENTIONED IT HERE. BOB.

Bob. It's not complicated or strategic. but it's sure is a lot of fun to drive people will love it — Jason.

■ **For the finished version of all this and more, make sure you get issue 4 of *PC Format* on December 19**

(Contents subject to change without notice, because you never know when something is going to go horribly wrong.)

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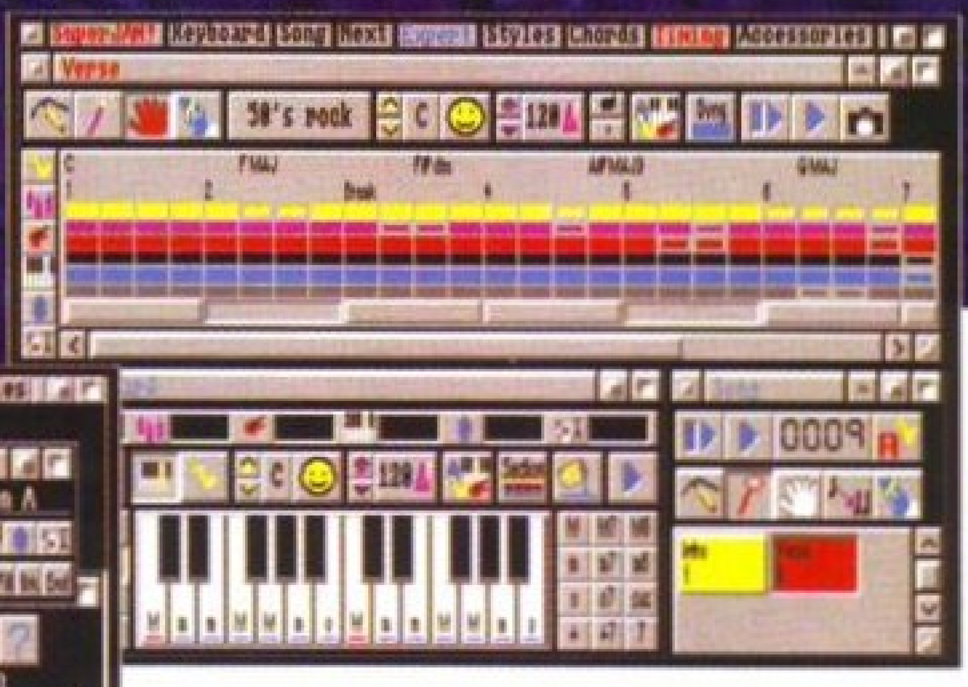
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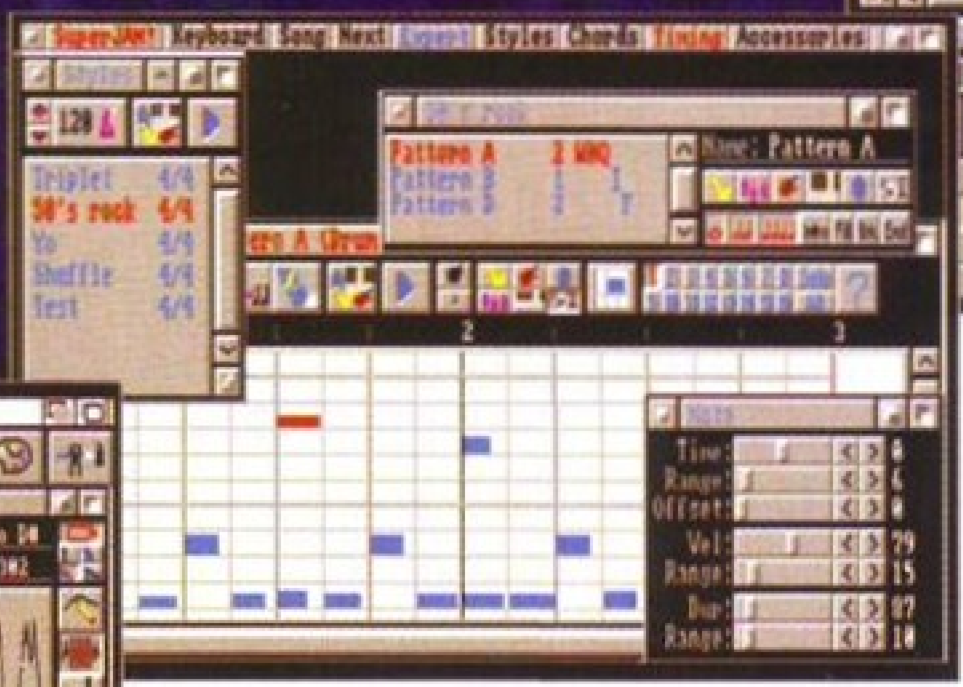
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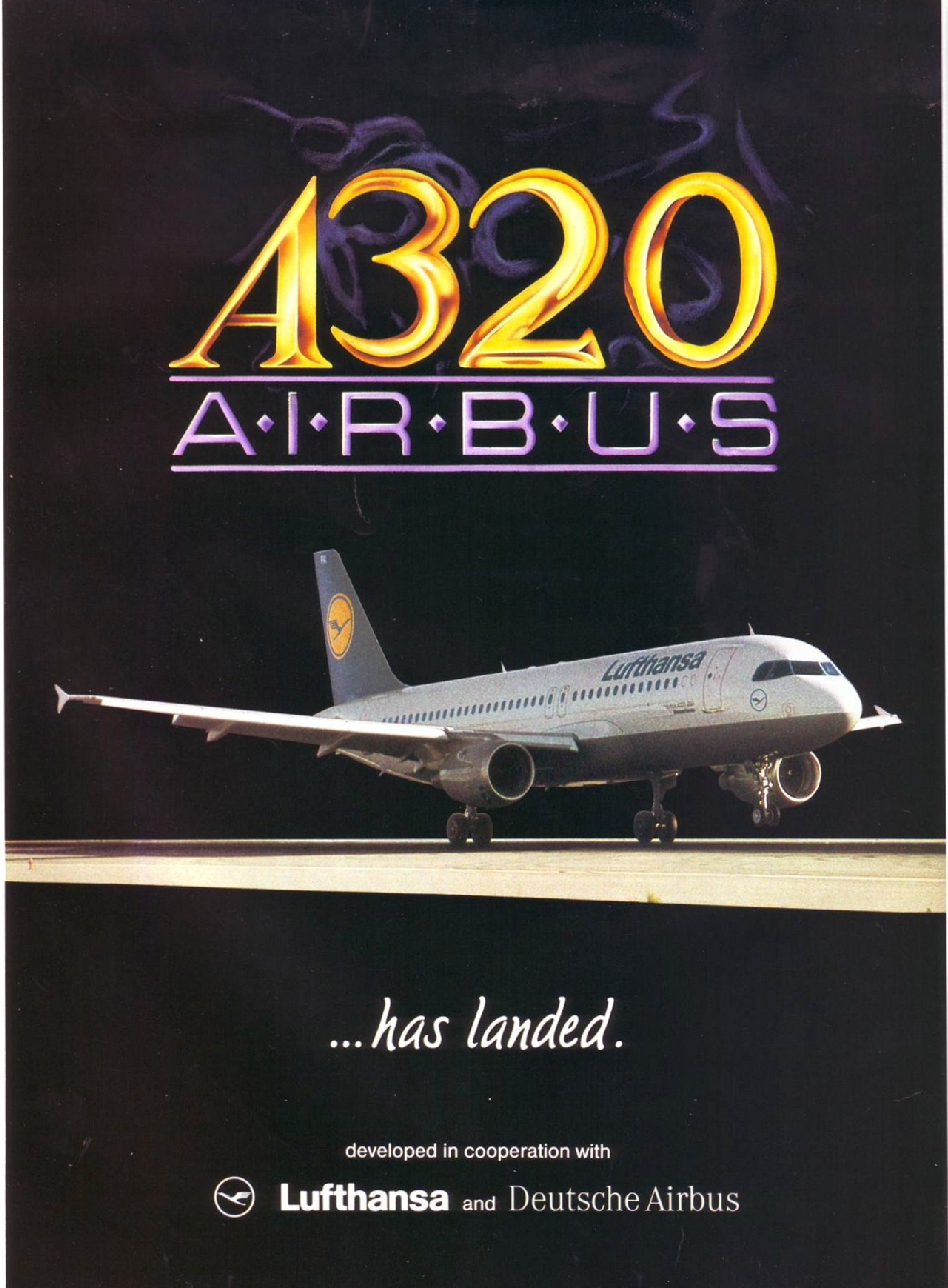
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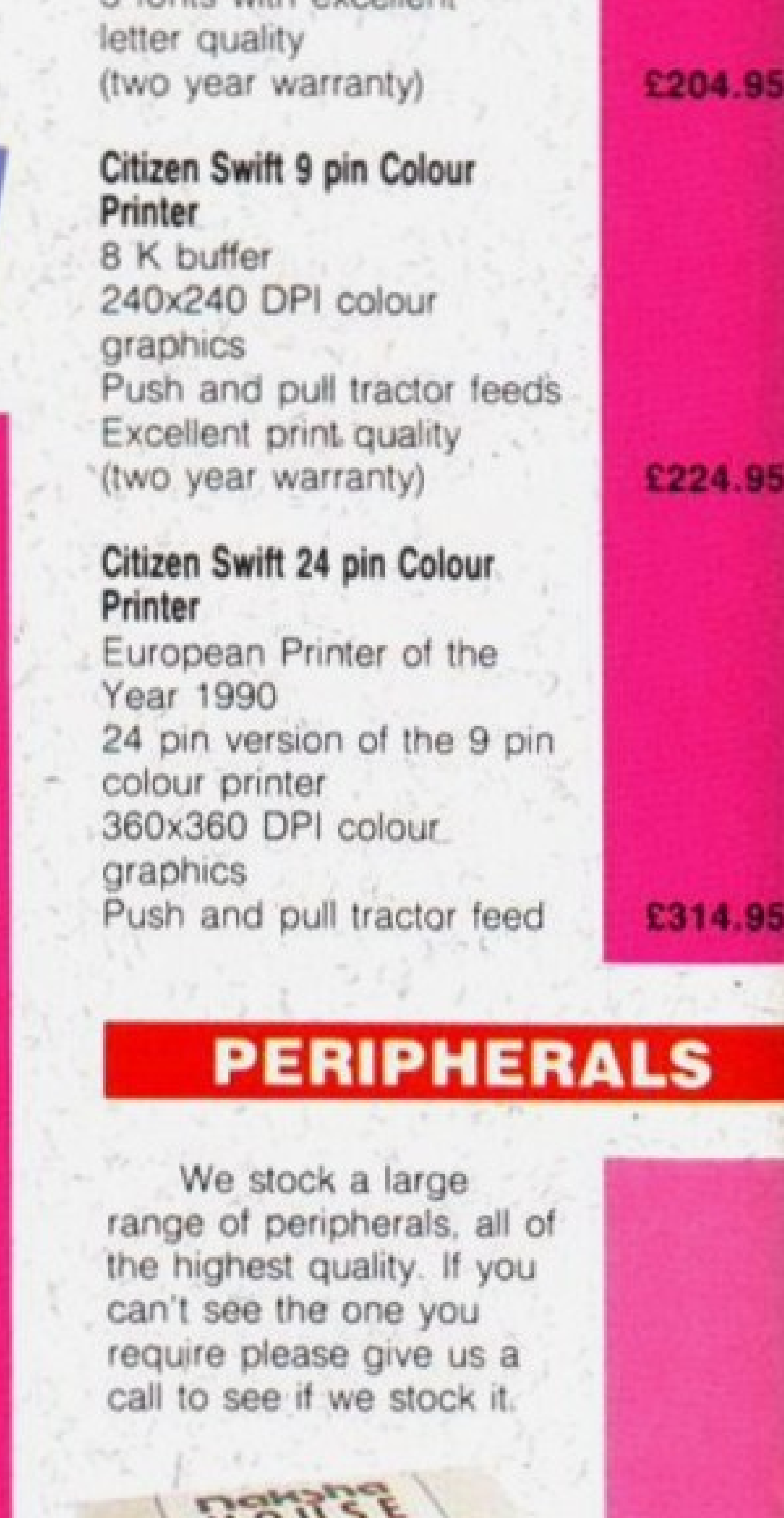
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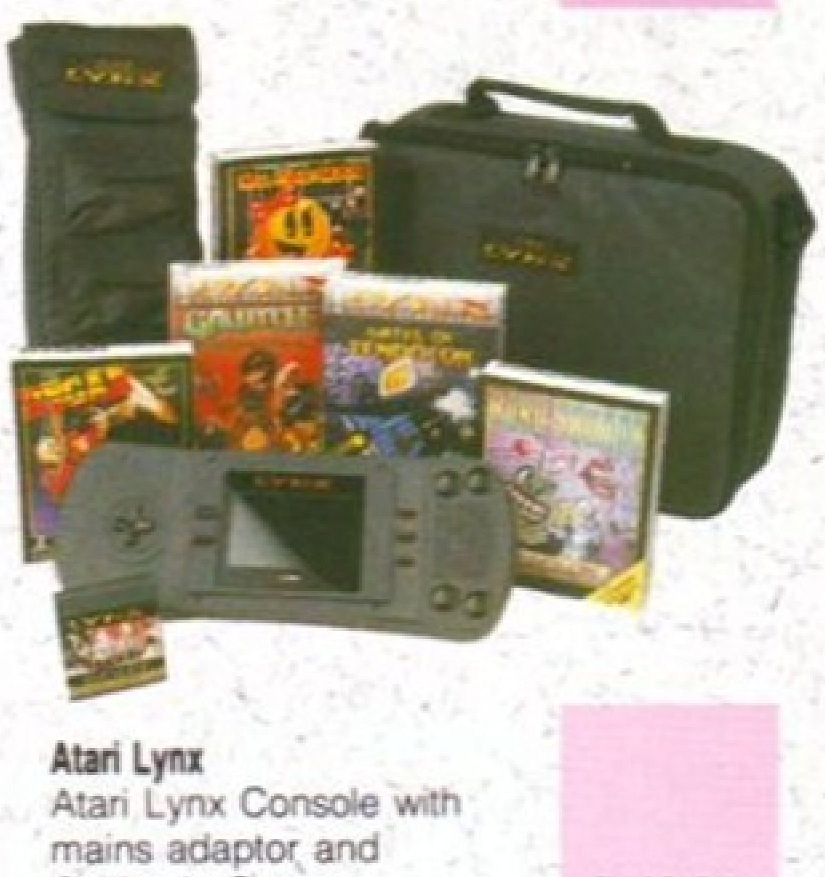
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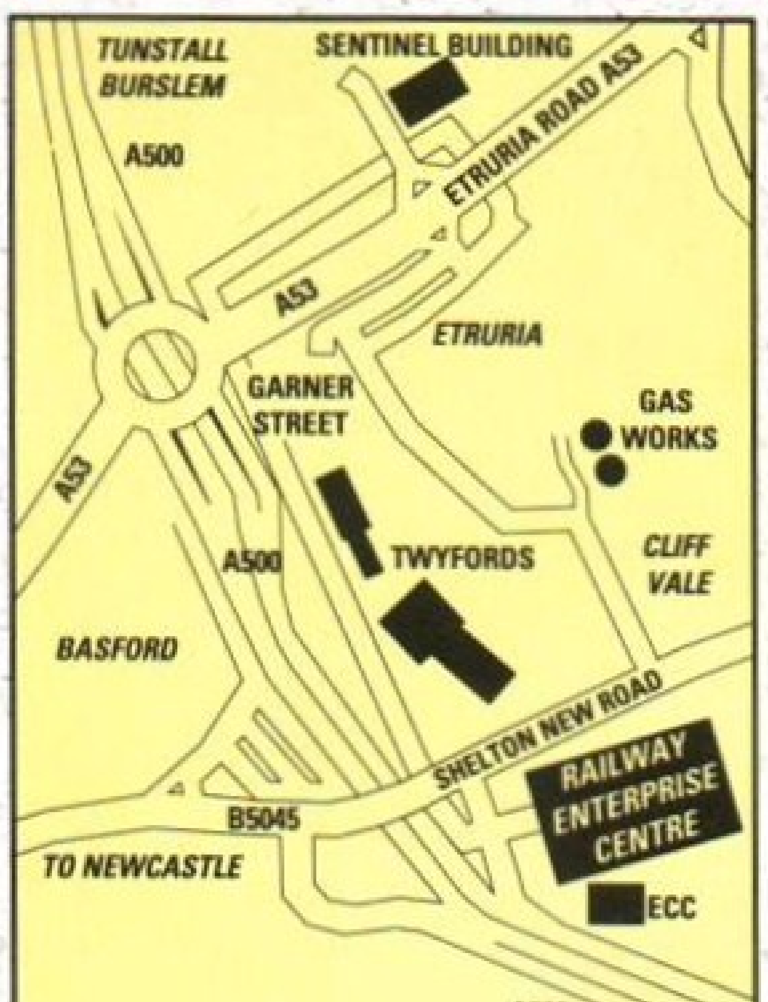
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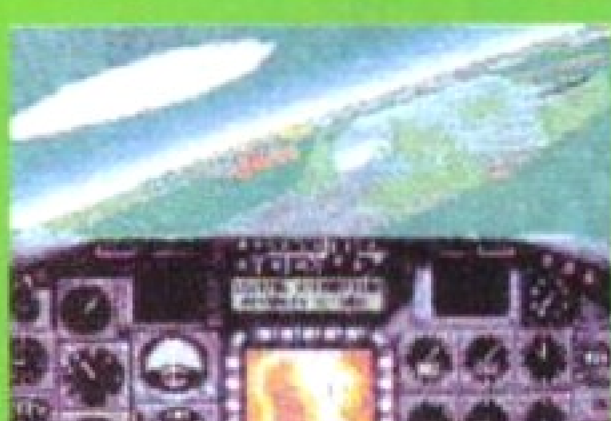
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WORK IN PROGRESS



Multi-role action is coming in Tornado. DI's new sim promises revolutionary graphics.

Tornado will be Digital Integration's new sim uses detail to provide extra flight thrills. *Tornado* features Gulf-style missions but it's the level of graphic detail that threatens to take it one step beyond the usual bomb runs.

Multiple cloud layers will make high altitude bombing tougher and when you're down low, 1:1 object scaling should make the vector landscape look more realistic than ever before. *Tornado* will be DI's first flight simulation since the very early, but very good, *F-16 Combat Pilot*. It's been years since that war baby was released but it should have been worth the wait. DI have been fighting their way back into the games mainstream over the last year with their Action 16 budget and Dream Factory arcade labels, but *Tornado* should help put them back at the sim forefront where they belong.



Steg the slug is coming from Codemasters. But has he got the makings of a budget hero?

The volume of Codemasters output is absolutely stunning, and even if it was left to chance they would be bound to create the occasional classic. *Steg* could be just such a title and chance has little to do with its solid gameplay trappings. It takes a Lemmingesque theme with you trying to save a horde of T'yungunz, but it is the overpowering cuteness of the piccies that imply something special may well be on its way.

In sixteen hundred and ninety two Columbus sailed the ocean blue. As mnemonics go its a bit lame, but it serves to remind a whole nation of Americans that their continent was discovered almost exactly 300 years ago. Domark have remembered this too and are now planning an exploration game that will star the Spanish/Portuguese/Italian/European persuasion of your choice, adventurer sailing across the atlantic pond. Curious but true! Who's next Scott? Livingstone? Branson?

Heart of China



Publisher
Sierra On Line
Release
Late 1991/Early 1992

Sierra's *Rise of the Dragon* set excellent new standards for icon-driven graphic adventures but their latest sortie should push the Amiga graphics even higher. *Heart of China* tells the tale of a swashbuckling oriental adventure shortly before the Second World War. The plot should take care of itself though – Sierra are proven experts in the adventure field – but it is its graphic style that should make major waves.

Heart of China is a graphic adventure that will be played from the first-person perspective. Active 'hotspot' icons on most screens will precipitate the action, as items are collected and used to unravel the mystery. Previously, no matter how well drawn the graphics they still looked computer generated. In *Rise of the Dragon* Sierra broke with conventional computer adventure graphic styles, introducing an almost water-colour feel to the screens and with the next offering this 'hand-painted' look is taken further. These screenshots are from the PC variant, but with *Rise* they proved that the translation from 256 colour super VGA to 32 Amiga could be accomplished with no loss of quality. If they can repeat the process *Heart of China* looks set for the big time.





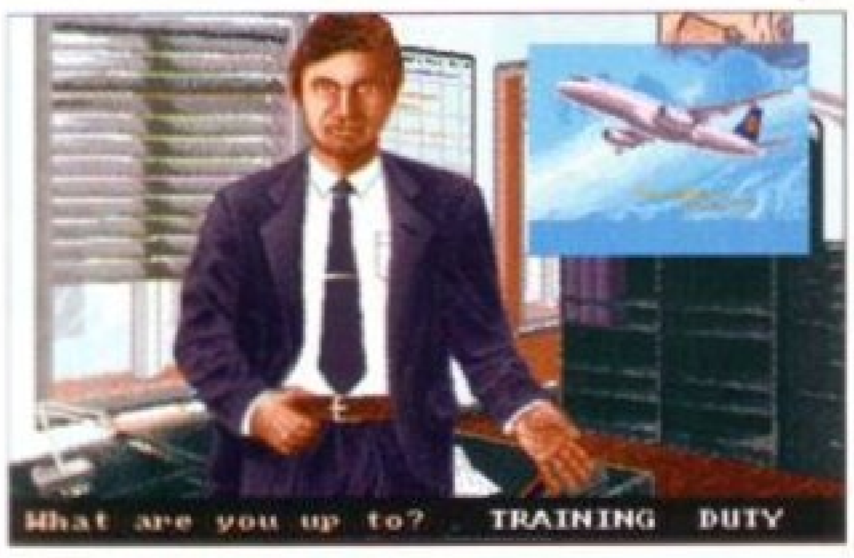
Red Baron



Publisher **Sierra On Line**
Release **December 1991**

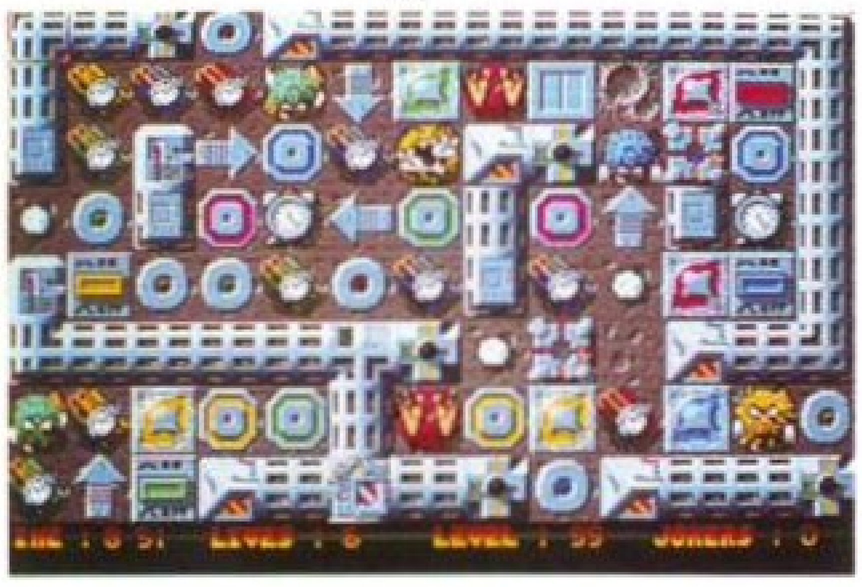
Screaming around the Somme in a Sopwith isn't everybody's idea of fun. But with the flight sim genre struggling to find a new direction this World War One biplane game has great appeal, with seat-of-the-pants flying takes over from constant gauge watching. What's more *Red Baron* will also bring slick, atmospheric screens to keep the interest levels at altitude between sorties. WWI flight sims have been increasing in number and quality over the last year – *Aces of the Great, Wings, Knights of the Sky* – and now *Red Baron*, which looks set to hammer this trend home. It should be "Chocs Away" in *AF*31.

A320 Airbus
Publisher **Thalion**
Release **Mid-December 1991**



Another twist to the flight simulation theme is coming with the landing of *Airbus A320*. It's different because it's a commercial, and not a military, affair. There are no bullets or bombs, but prospective pilots should have more than enough to keep them busy. Designed by a real Airbus pilot, the game stresses what 'normal' flight sims ignore. The pack will come with all the correct charts, tables and maps pilots use to travel from LHR to GLA!

Brainies
Publisher **Palace/Titus**
Release **January 1992**



Very French and very weird, *Brainies* is a people puzzle game but the people you're moving don't want to be moved. In fact the Brainies get more intransigent as the game progresses. These tribble-like beings have escaped and must be guided to sleeping cells and therein lies the game. Obstinate computer characters are rarer than most but should make successful level clearance sweeter than ever.

Daylight Robbery
Publisher **Electronic Zoo**
Release **January 1992**



Three cat burglars are in prison! Busting one of them out lets you go on a platform-based ramraid for points. The critters special skill is that they can walk on ceilings! So both sides of the platforms have to be jumped between to avoid the traps and collect the swag. Blocked routes, hole-filled platforms and creeping bad guys all make their lives just criminal.

Wrestlemania
Publisher **Ocean**
Release **Mid-December 1991**



Slugging it out for the Christmas No 1 will be *Wrestlemania*, a WWF tournament. This popular sports/entertainment beat-em-up puts fun before fists. Choose from three different heroes – Hulk Hogan, British Bulldog and Ultimate Warrior to fight for the title of WWF title. WWF mags sell 200,000 copies a month can the game do the same at Christmas?

Shadowlands
Publisher **Domark**
Release **Early 1992**



Photoscape is what coders Teque London call their new RPG system which calculates real time light and shadows in an isometric 3D landscape. While adventuring the wilderness and dungeon environments torches will cast a limited light. The game will stress individual's abilities, so the party can split-up in order to conquer certain puzzles and monsters.

Legend
Publisher **Image Works**
Release **Early 1992**



The RPG assault continues unabated with Image Work's soon to be released *Legend*. An isometric 3D, four-character romp, it further explores the world of Bloodwych but in a totally different style. One of the many innovations is a radically different spell system that uses chained spells to speed up combat. This will enable magic users to store sequential spells and casting the first will initiate a whole pile of magic! Bleeding Great!



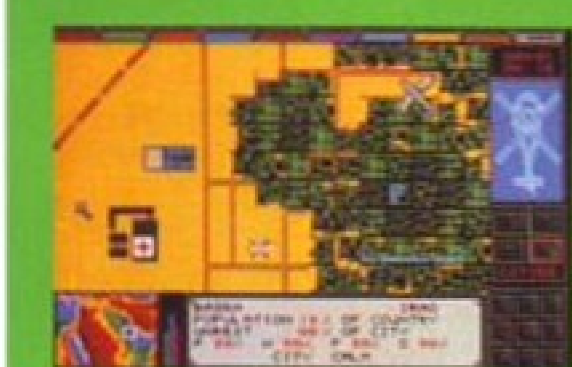
Indy Jones, he is not? Guybrush Threepwood in Monkey Island 2 is only a few months away, can it be as good as number one?

Eagle eyed, pirate fans may have spotted something weird about last month's *Monkey Island II* preview – the picture was of *Indy IV* and the Fate of Atlantis not Guybrush Threepwood. The real picture should have looked like this...



Falling Jewels is trying to top the Tetris! It could be a tall order for newcomers Soft N Easy, but they're giving it a shot.

New boys on the software scene, Soft N Easy, just loved *Tetris* and utterly adored Klax, but they thought that they could do better. The result is Falling Jewels, a hybrid of both games it shares the same style of fast reactive thinking test for its gameplay base. It's currently undergoing a few final graphic tweaks and should be on the shelves real soon.



Fighter Command will scramble next month.

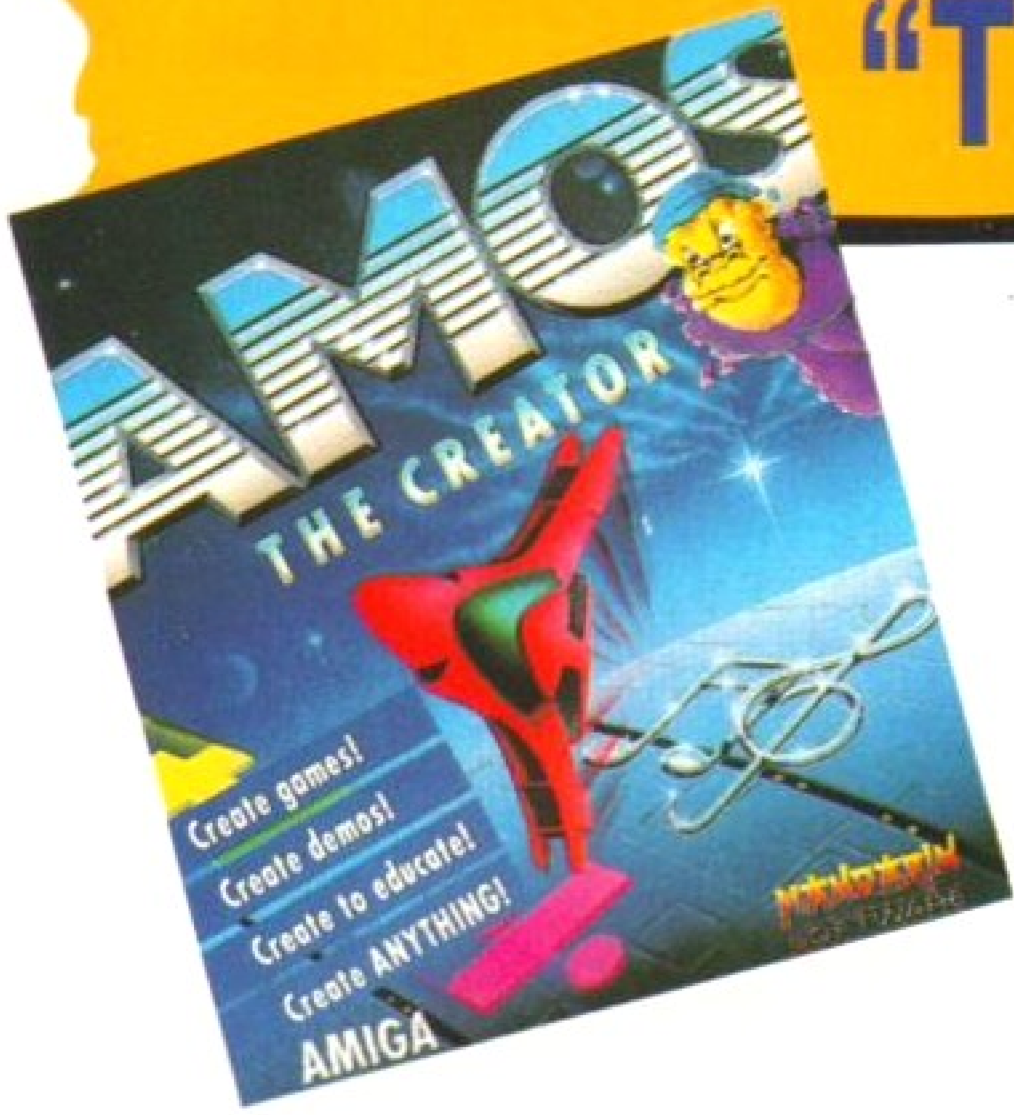
Strategy with a human face is the speciality of Impressions, and they're excited about a batch of new winter releases. First on the agenda is *Fighter Command* which will be a sort of *Football Manager* cum *Silent Service* of the air. You take control wings of aircraft on missions and must make sure they are rebuilt and refueled for the next sortie. Impressions are also planning a detective bash, *Crime City*: an icon-driven bid to clear the family name of shame. Published on the IF label it marks a new direction for Impressions. Another game from IF will be *The Hand of St James*, A *Name of the Rose*-style monk murder bash!

GAMES UPDATE

Mad TV – Rainbow Arts: Still not transmitting.
Dragon Fighter – Idea: Currently winging in from Italy.
Elvira-The Arcade – Flair: Slightly late, a ladies prerogative.

"The Amiga was made for AMOS"*

*K. Sumpter, AMOS user in Swindon

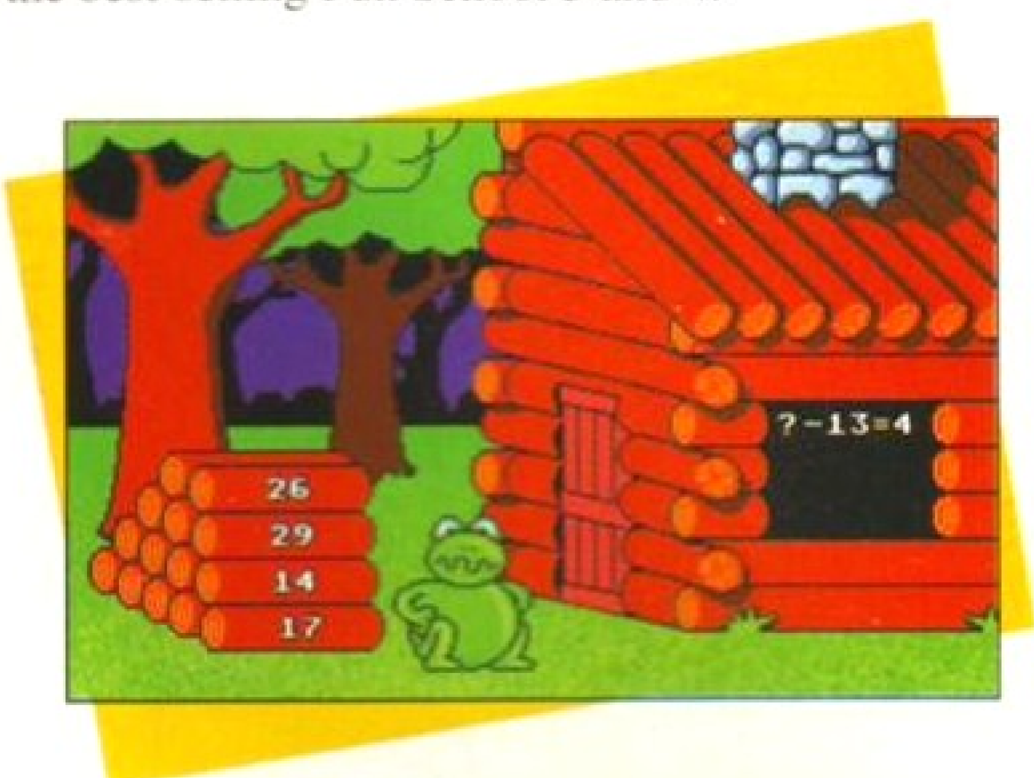


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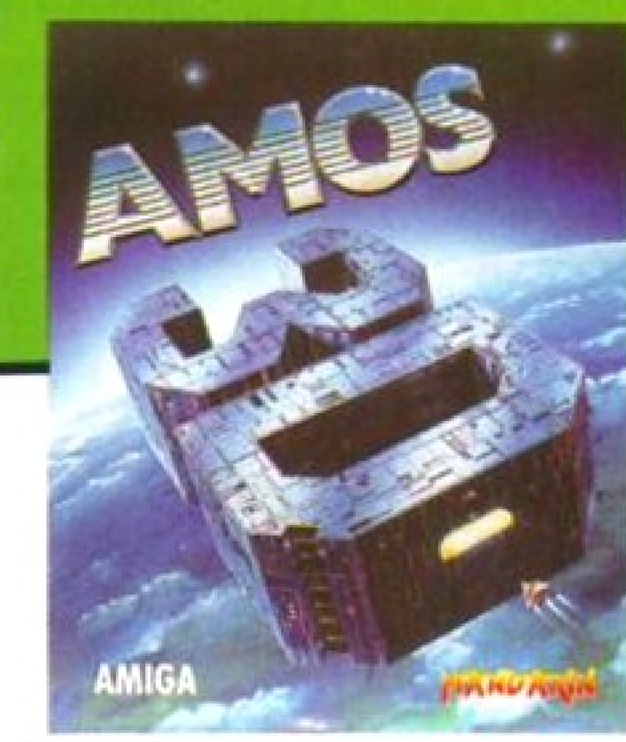


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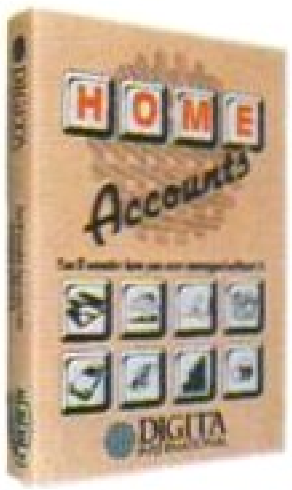
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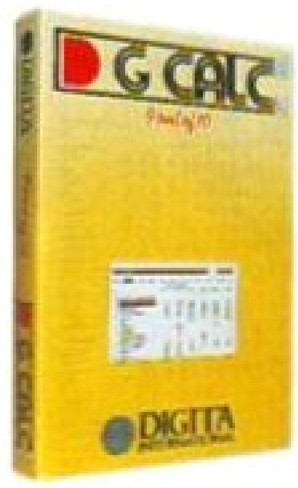
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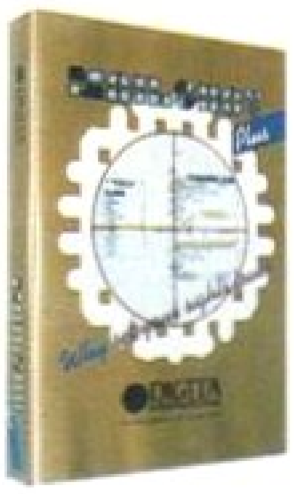




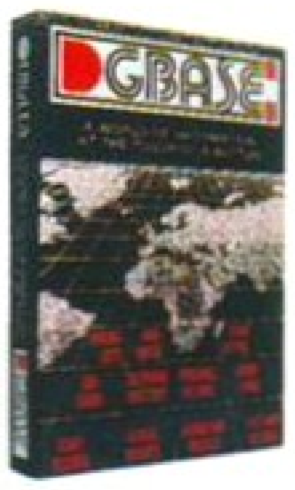
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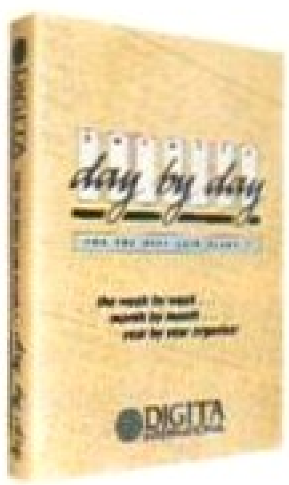
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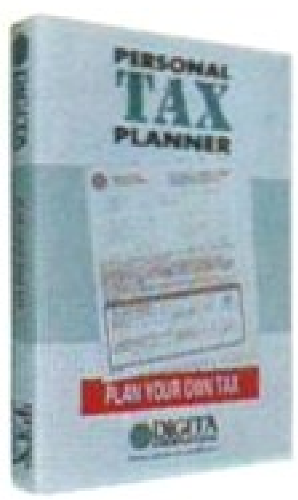


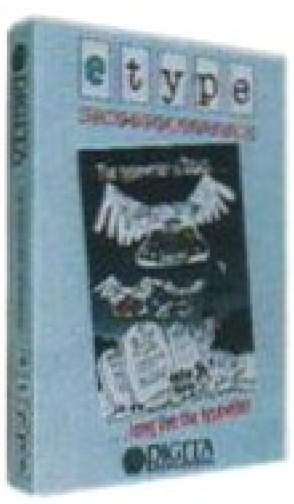
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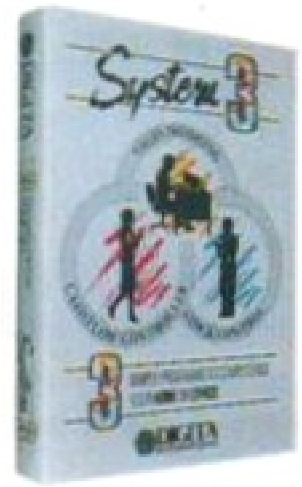
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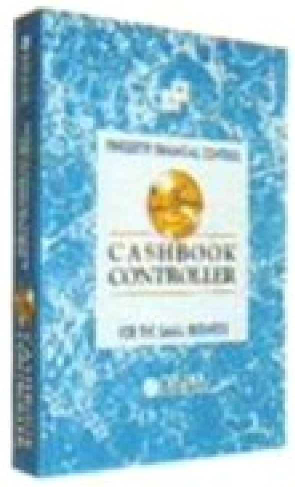


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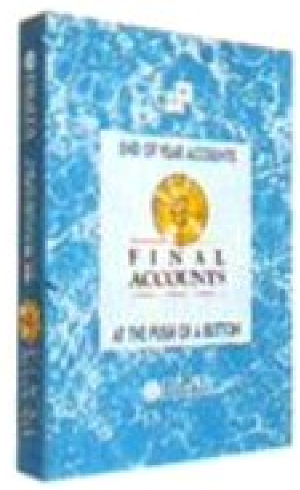


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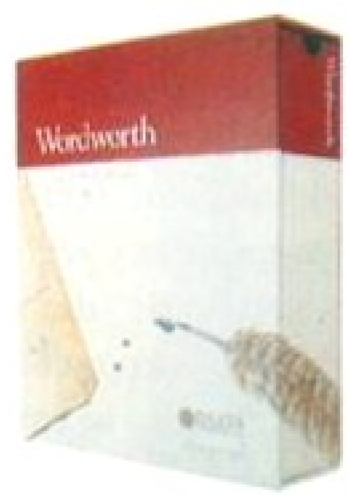


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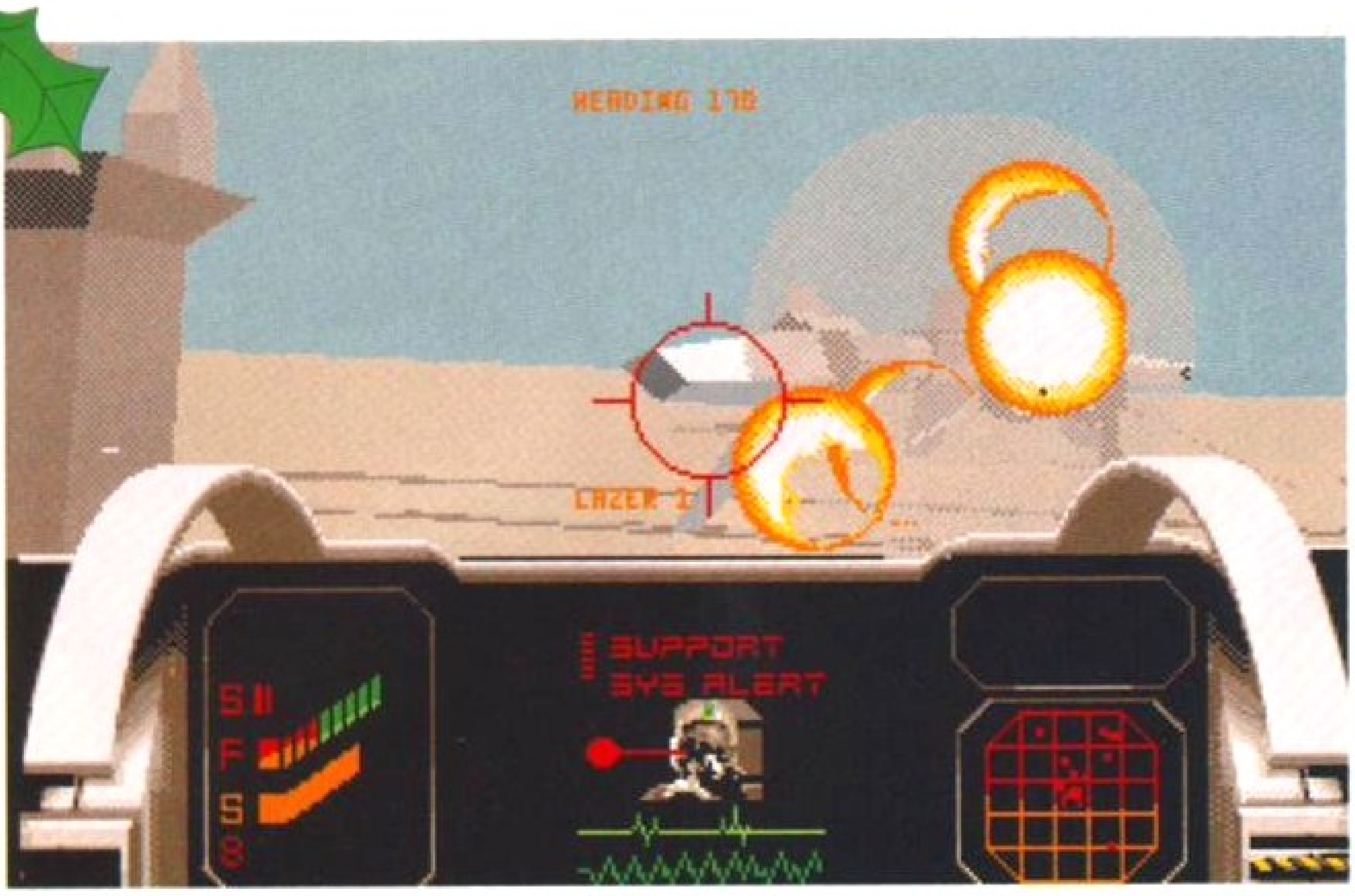
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The people of Epic are fleeing a supernova but fall foul of the local alien breed of nasty. A space war ensues and you have to fly the lead fighter craft in the refugees defence. Will mankind survive?

Epic

Publisher **Ocean**
Release **February 1992**

Epic by name, epic by nature. It took two years to make and has some propaganda to live up to.

Space is big, real big, it's so hard to explain just how enormously huge it really is. Movies like *Star Wars* relied on this essential 'bigness', using this vast sense of scale to achieve epic overtones. Strangely, though, computer-based space adventures have never quite captured this 'awesomely large' feel. However, Ocean's stunning new space sim, aptly titled *Epic*, promises to bring just such sense of cinematic scale to the Amiga.

The scenario follows a race of humanoid types whose sun is about to explode in a supernova. Naturally, they decide to vacate the area and set off in a huge, space-refugee caravan. As it happens – like it always does – this takes the humanoids directly into the path of a hostile warrior race who see their evacuation as an invasion. Cue massive space battles and tactical planet raids, with you flying shotgun.

Lost in space

Epic has two main threads: 3D combat runs and intermittent story sequences. It plays like a simulation and looks like an adventure. Before and after each battle the story of the fleeing convoy is advanced with shots of ships hurtling through space and bits of text that tell you what's going down. This explains where and why you have to fight next. And it's here the slick slideshow stops and the action should dig its hooks in.

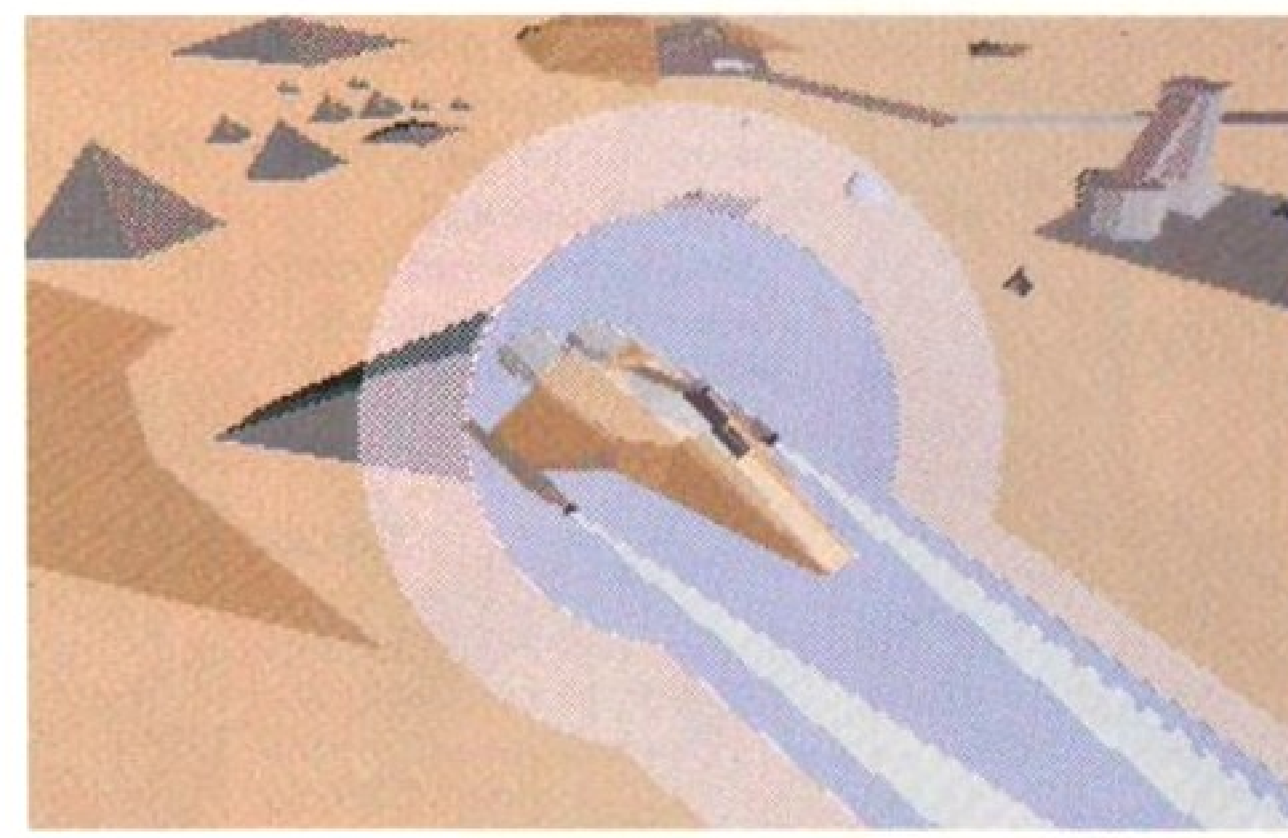
The space battles rage in and around your mother ships – these are basically your aircraft carriers – and flying around them you begin to get a real sense of scale. These ships are big, real big, and thanks to clever collision coding you can get real close. The starfighter you fly is a one-man affair, but the boats you have to protect and destroy are enormous. Added to this are swarms of smaller fighters, who fly intelligently in wing formation. The intention is that players feel themselves a small, but vital, cog in a larger war machine.

The ground raids are where *Epic* is most impressive. Fans of flight sims are used to seeing their buildings from afar – small piles of pixels thousands of feet below – but *Epic's* short-range weaponry will force fighter craft to go down amongst the smoke stacks and towers. It will be possible to fly underneath archways or right up to structures and vehicles. What's more, while everything at ground zero is perceivably huge, the frame rate remains nice and very fast.

Dream on?

There is a school of thought that argues *Epic* can never fulfil this early promise, and that the delays on the project prove it is no more than a programmer's pipe dream. Doubters beware! The team behind the game, Digital Image Design, have a hard-core pedigree in the 3D arena as the programmers of *F-29* and *Robocop 3D*. Some of the crew even worked on the original PC-to-Amiga conversions of *Falcon! Epic* works too; the various battle arenas are already coded and all that is needed now is for the game to be stitched together and shoe-horned on to the disk.

It threatens to deliver a total package of 3D simulation thrills and space fantasy. Imagine a world where F-16s can hover, where tanks are the size of stadiums and space dogfights are an everyday occurrence, that is the world of *Epic* and it's set to blast off soon.



This is no straight shoot-em-up, but a true simulation with imagined space physics. Get ready for all the impressive trappings of flight sims with the gameplay bite of a good arcade.



Hurtling through space, the rag tag convoy looks a sorry sight. It also looks spookily similar to scenes seen in Battlestar Galactica, but in Epic the acting's better and the effects are more convincing!



Each stage of the game is interspersed with animations and static screens which tell the story of the hectic trek across the stars in search of sanctuary. Get this screen though and mankind is doomed.



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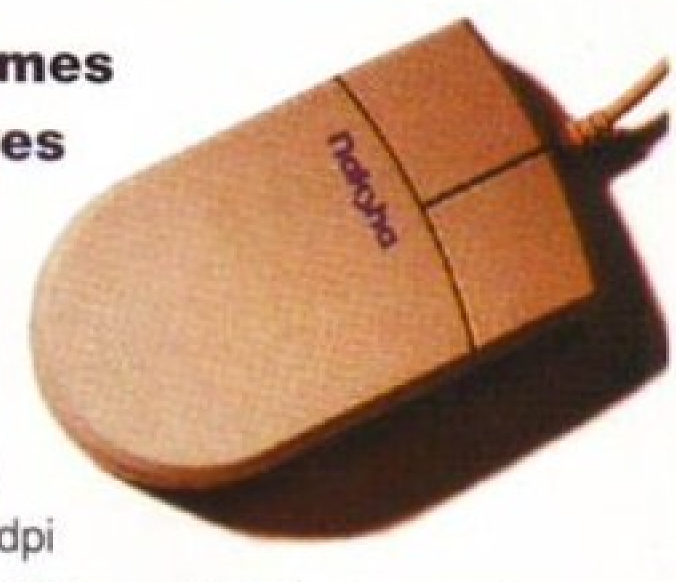
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Now that's what I call a fireball! Not just a small globe of flame effect, but a field of fire. That burns everything in its path – and that includes you. Abandoned Places is full of convincing sword and sorcery touches. It feels like a real RPG, even though it hasn't got a big licence name behind it!

Abandoned Places

Publisher **Electronic Zoo**
Release **January 24 1992**

Hungary isn't famous for being at the cutting edge of game's design. Come February though, that could all be about to change.

Eye of the Beholder was big, *Dungeon Master* was huge and *Captive* was immense. That's the pecking order for the three big, first-person perspective, RPGs on the Amiga. The Zoo's next release though, is aiming to join this illustrious bunch at the very top of the tree. In fact it will make *Beholder* look tiny, *Dungeon* seem like a brief jaunt and it will rival *Captive* in terms of the number and scale of its dungeons.

Forget the size, though, and feel the quality, because *Abandoned Places*, which is in the final stages of testing, has all the trappings of a major title. It has the scale, depth and the presentation to take on the best that dungeon adventures can offer. It also has an original edge that will help it stand out proud from the dungeon-bashing crowd: the the game's coders live in Hungary and this is their first project!

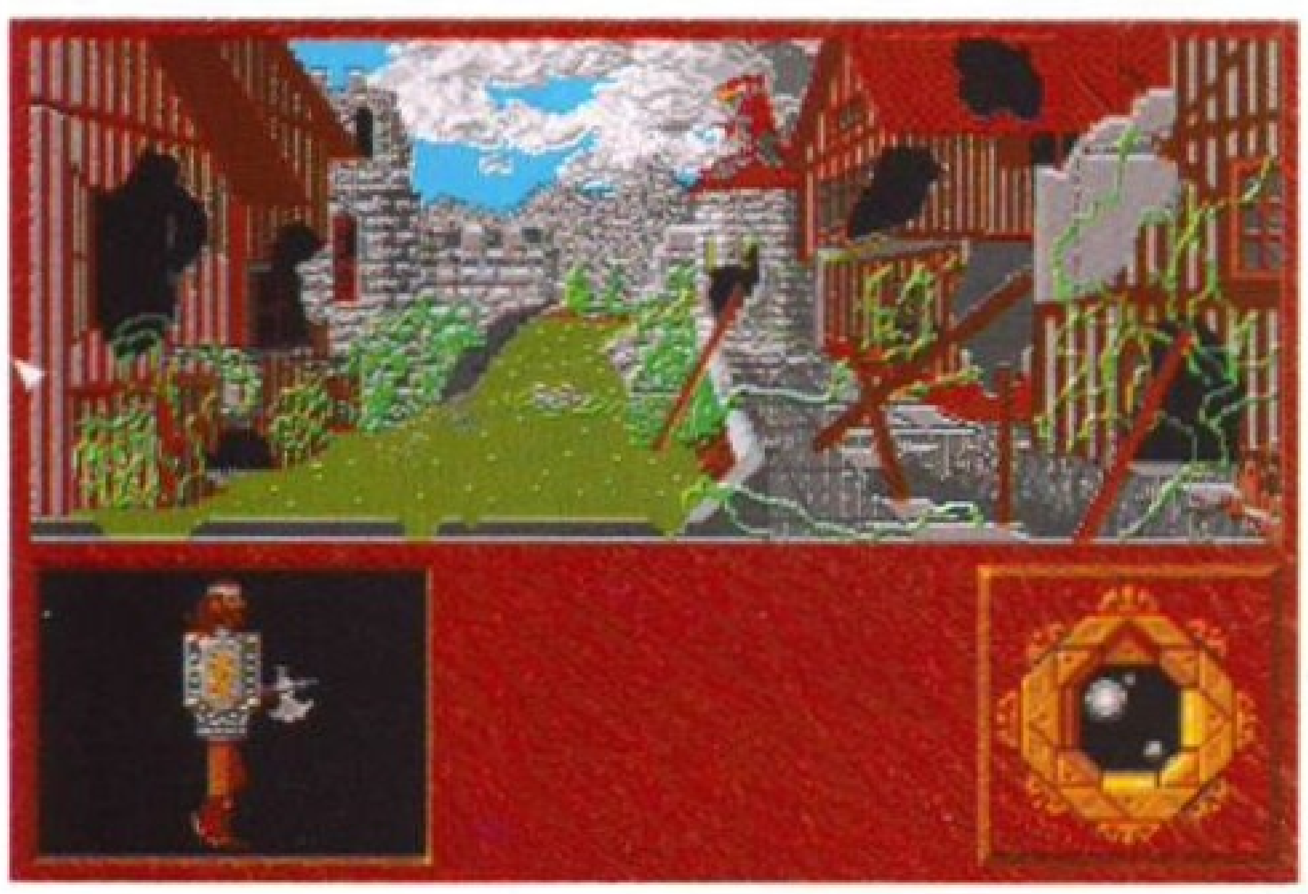
Go east young man!

Artgame are as committed to role-playing as they are to computing, which already marks them out as something slightly special in the chaotic world of post-communist eastern Europe. It's not that east Europeans are against either of these pursuits, but until two years ago exploring these fields was practically out of the question. Now Artgame run their very own RPG shop and have been coding *Abandoned Places* as quickly as their supply of machines will allow.

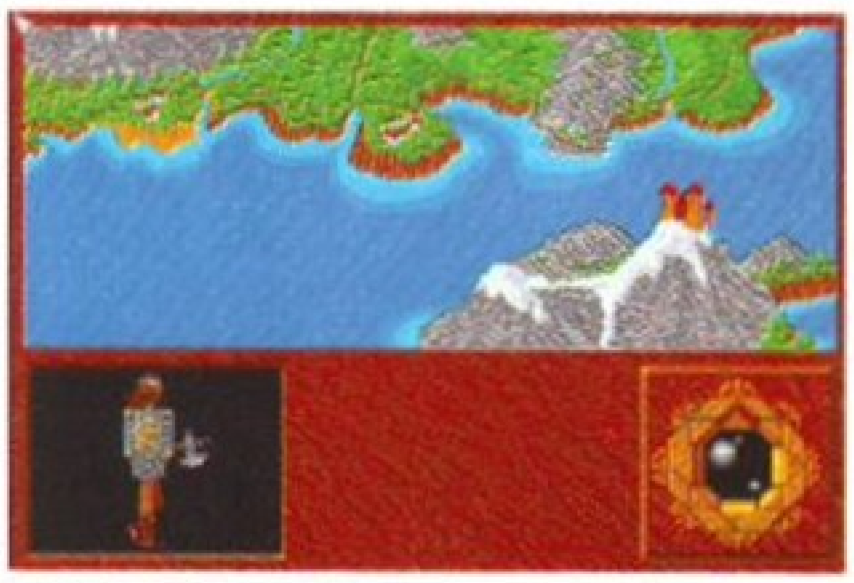
An interesting coding background, though, doesn't automatically make a good game. What does is a solid understanding of a game's fundamental mechanics, its switches, its triggers, an awareness of where luck can carry you through and where a gamer's skill is required. Running one of Hungary's few RPG outlets seems to have given Artgame this essential knowledge.

Intercity

Abandoned Places isn't content to stick your group of four brave adventurers down a hole and let that be that. Supplementing the dungeon sections – yup that's plural – is a wilderness and a city map. Central to the game, is the need to first of all find the right dungeon. As the story builds, the party will have to traverse a huge landscape looking for the clues that will tell them where the next underground section is located. They will also have to deal with townsfolk who won't take kindly to the normal dungeon response of 'hack it till it drops'.



Abandoned Places takes you to cities where the normal dungeon etiquette of kill first and ask questions later doesn't work. You'll have to trade for goods and weapons not fight for space.



This isn't just going to be a mere dungeon romp but a wilderness adventure too. First your heroes must find their dungeon!



The map facility (bottom left corner) shows you where you're currently standing. An excellent aid in to the map making process.

Once underground the focus sharpens significantly, as some major programming skills and astute gaming observations blend to create an exceptionally promising dungeon romp. The animations are fast and the actions never slow, even when the spells start flying. Like any game, though, the coding supports the game and it is the design that is important.

One good inclusion on the *Abandoned Places* game screen is a small map that shows the nine squares which immediately surround the party. It's not intended to be a substitute for a traditional hand-drawn map, but makes drawing one far easier. And as it covers a standard area, it can reveal rooms you've not yet explored or didn't even know were there.

Abandoned Places also appears to have a chance of introducing more gameplay elements to this four-person quest by introducing extra actions to the usual list of hacking, casting spells and clicking on the game window with the mouse. 'Push' 'pull' and 'climb' have been added to the usual abilities and while it's not yet clear how they will be involved in the solution of puzzles, their presence is really promising.

Competition time!

Abandoned Places will face some very tough, first-person perspective, dungeon competition from the likes of *Might and Magic III* (US Gold), *Eye of the Beholder II* (US Gold again) and *Black Crypt* (Electronic Arts). But it is definitely up there with a darned good chance though, its scale and innovative features will help it gain an edge.

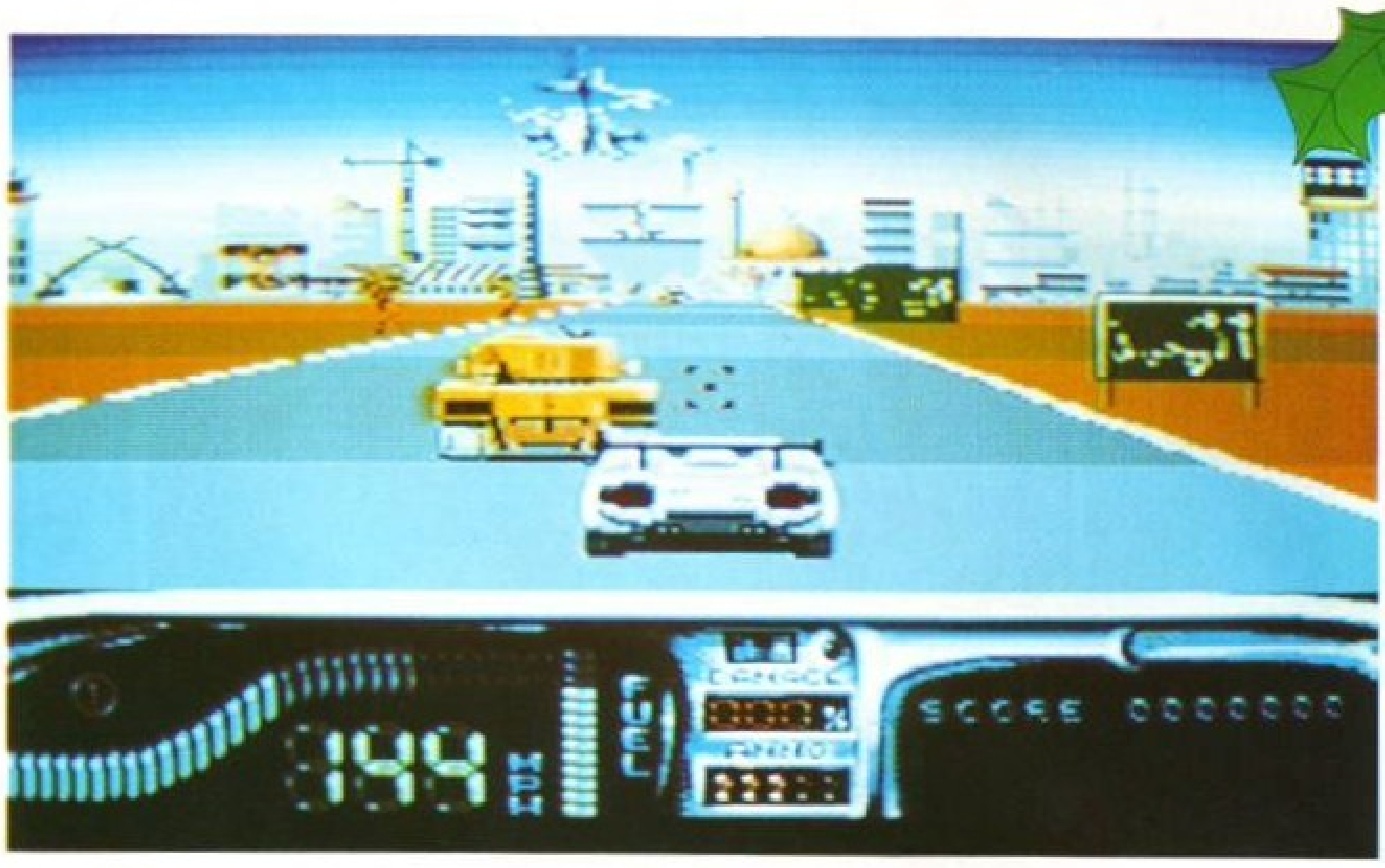
Most important of all though is that it will hit its scheduled release date. It's currently being finished and tested, so after a little lay down to recover from its long modem journey it will be ready to be reviewed in full next month in *AF*31.



Ultima VI
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International Karate and the *Last Ninja* series established System 3 as the undisputed masters of martial arts games. The arrival of ultra-cute *Fuzzball* (Page 126) marks a change of direction for them, continuing with *Turbo Charge Challenge* – a gun-toting, tyre screeching, road warrior extravaganza!

In the past driving has been a wheel-clamped genre that's held back by the restrictive nature of point-and-press gameplay. *Turbo Charge* aims to change all that.



Screaming into Kuwait City (spot the Crossed Swords Gateway!) and it's time to get heavy with a tank. Shooting it earns points and clears the road. Turbo Charge is no straight ahead car game though: it features more twists than the M25 has had traffic jams!

Turbo Charge Challenge

Publisher **System 3**
Release **January 1992**

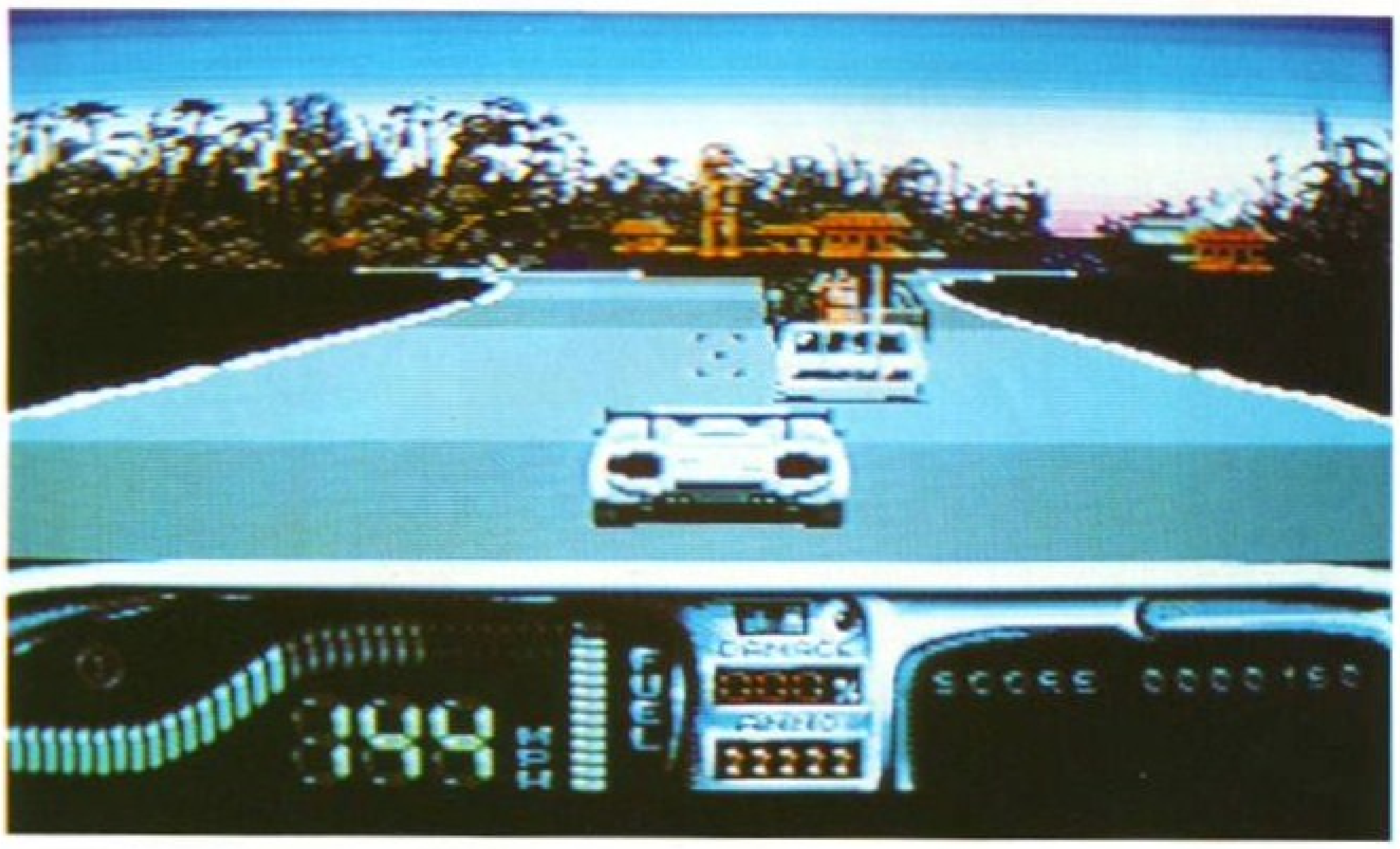
System 3 made their name with their Oriental beat-em-ups, now they're turning to the road, can they pass their drive-em-up test?

Borderline

The game started life as *Borderline*, a name which reveals the split personality of this road based chase. In a souped-up, tooled-up, sports car the aim is to track down and capture a horde of terrorists who are nicking weapons from UN arms dumps. Their convoy is speeding towards the border: catch the lead vehicle before the border and the enemies are less aggressive, stray over the line and life becomes truly hellish. Car-launched cannon fire and missiles can be used to blast the bad guys from the road, or they can be rammed at turbo speed in the best *Chase HQ* tradition.

Turbo Charge should set a long list of problems for joystick racers to juggle: en route lurk land mines and fuel, which need avoiding and collecting; using your turbo eats up your fuel, but ensures you catch the crims real quick; the car is prone to damage, which isn't surprising because the criminals hang out of their cars and shooting you with the very ammunition you're trying to save; ramming causes damage to the car, but hurts them more than it hurts you.

Other driving games have exhibited some of these features, but none have had them all. Only the most illustrious exponents of the art (ie *Lotus 1* and 2) have brought excitement to the genre, most are happy to offer fast-road action and one whizzy feature – gunfire in SCI, turbos in *Outrun*. *Turbo Charge* should have all the optional extras, and more besides.

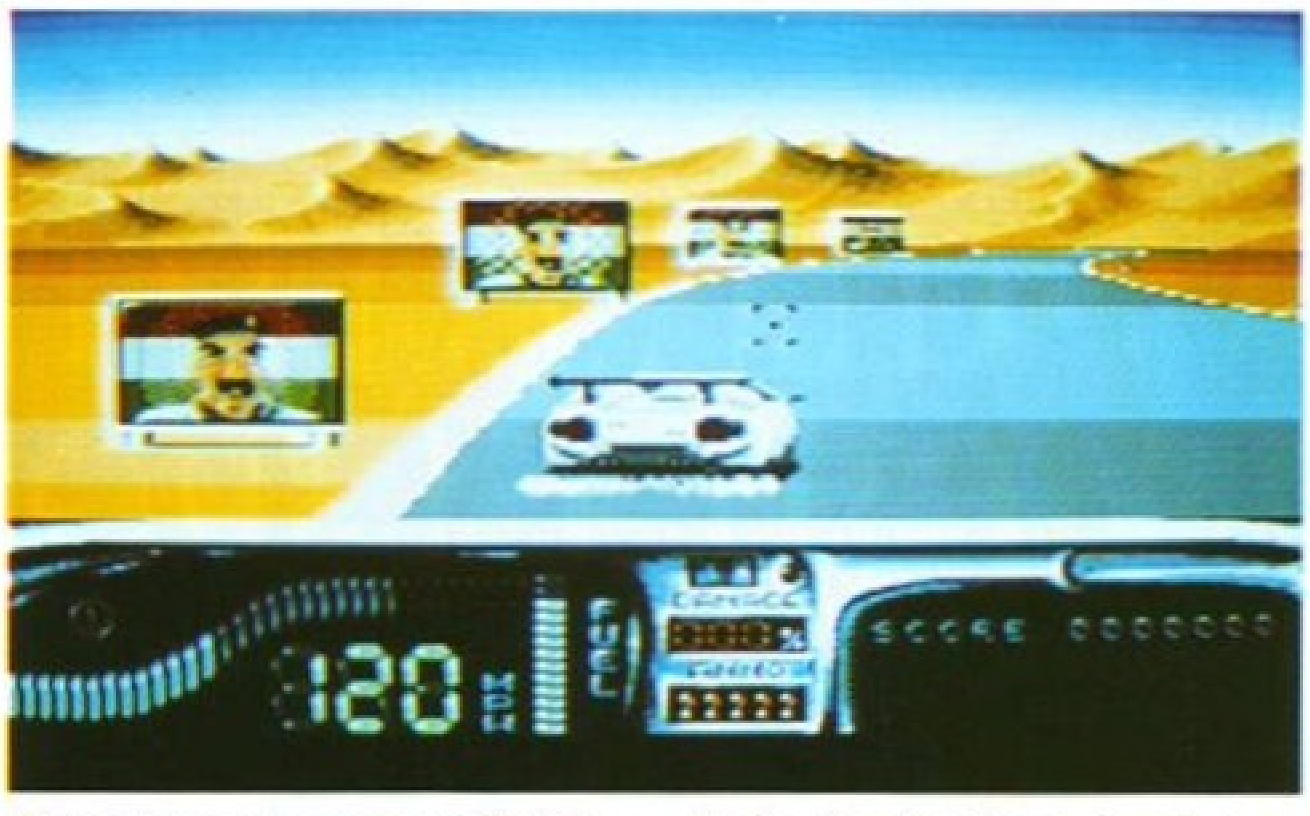


Which way now? Even the best, missile-armed, turbo-charged supercar drivers have map hassles. In Turbo Charge the right route only becomes obvious when the enemy convoy turns, which should cause some drastic last minute crisis for high-speed drivers. If you choose the wrong route then the local constabulary will ask you politely to help them with their enquiries.

Juggling drivers

The gameplay bite should emanate from the complex mix of car criteria that need continually checking. First you need to beat the convoy to the border: a time-based test. Layered neatly with this is fuel problem: going slowly allows you to collect the cans of gas but eats up time, while constant turbo work swiftly empties the tank but helps you overtake the terrorists. On top of this comes two forms of car damage, a percentage counter that clicks up as a result of collisions, while incoming fire puts bullet holes in the windscreen – hit 100 per cent damage or take seven shots and it's game over.

If all these elements weren't enough to inject extra gameplay power into the gear change genre, *Turbo Charge* forces drivers to take the right route too. At every turn the criminals will try to confound your law enforcement efforts by turning on to side roads. You'll have to watch and follow the convoy because one wrong turn will lead into the clutches of the local constabulary.

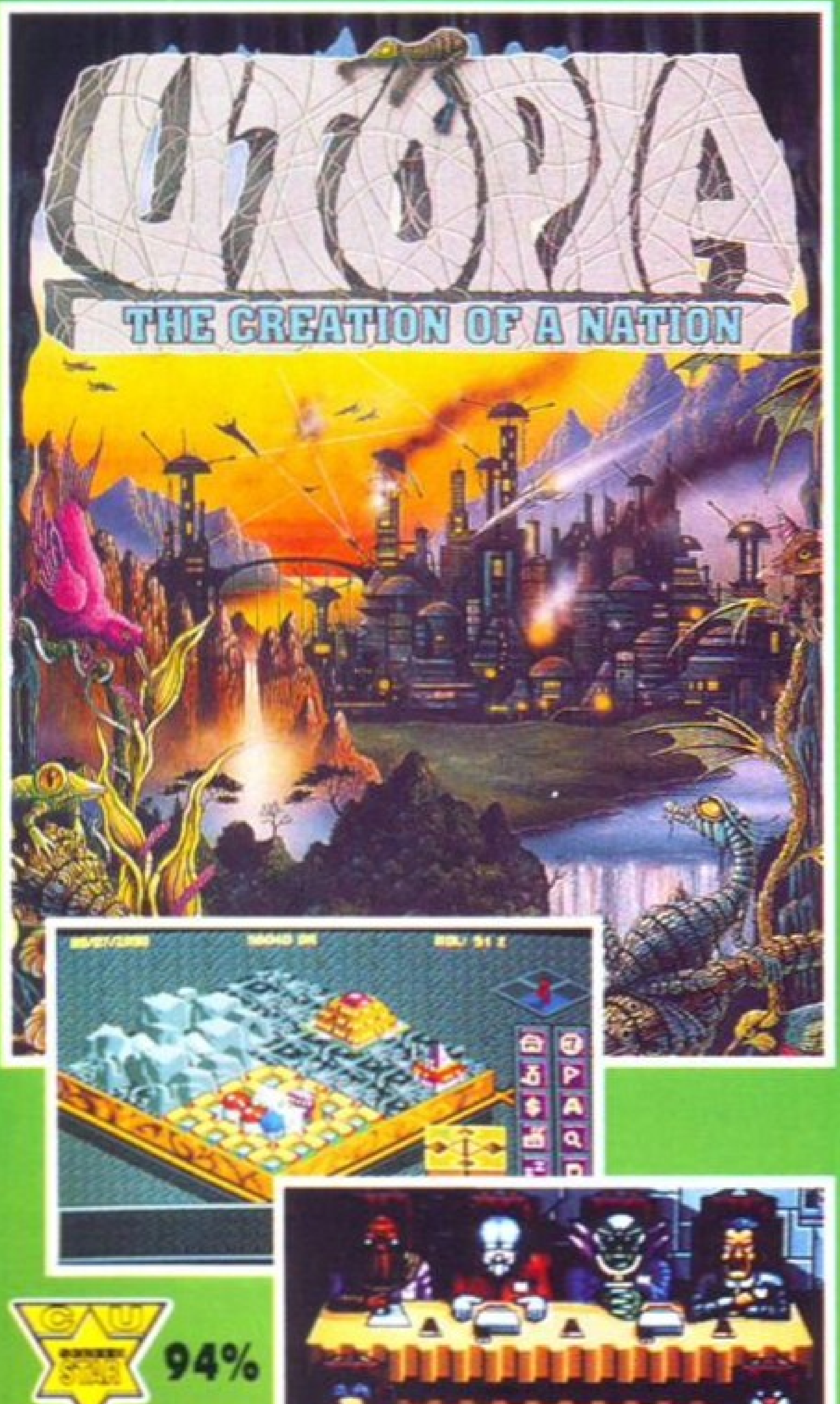


Normal car epics use roadholding as their edge, but in Turbo Charge the emphasis is different because the road follows the car!

Born to be wild

Don't be misled, though, *Turbo Charge* is still a race game at heart. This is why System 3 will be using an innovative new car control technique for this tarmac blast. Instead of forcing the car to follow the road *Turbo Charge* will slave the road to the car. In terms of driving this makes one major difference: it's relatively easy to stay on the right track. In terms of play, this means once you've managed to master the controls, avoiding the traffic is the major test and not sticking to the road. This change of focus should help transform the game from a reactive one into an active one, where you have to clear a path rather then follow one.

Combining these various styles in one game will be a challenge. Currently the System 3 coders have a fast and furious road routine running and are all set to add the enemy vehicles and route problems. If they can match their ambitions, then maybe at last sprite race games will finally make their mark.



94%

GAMES-X GAME OF THE WEEK

ACE TrailBlazer Ace Rated 920

THE One AMIGA ACTION 90%

UTOPIA

Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

Screenshots from various formats

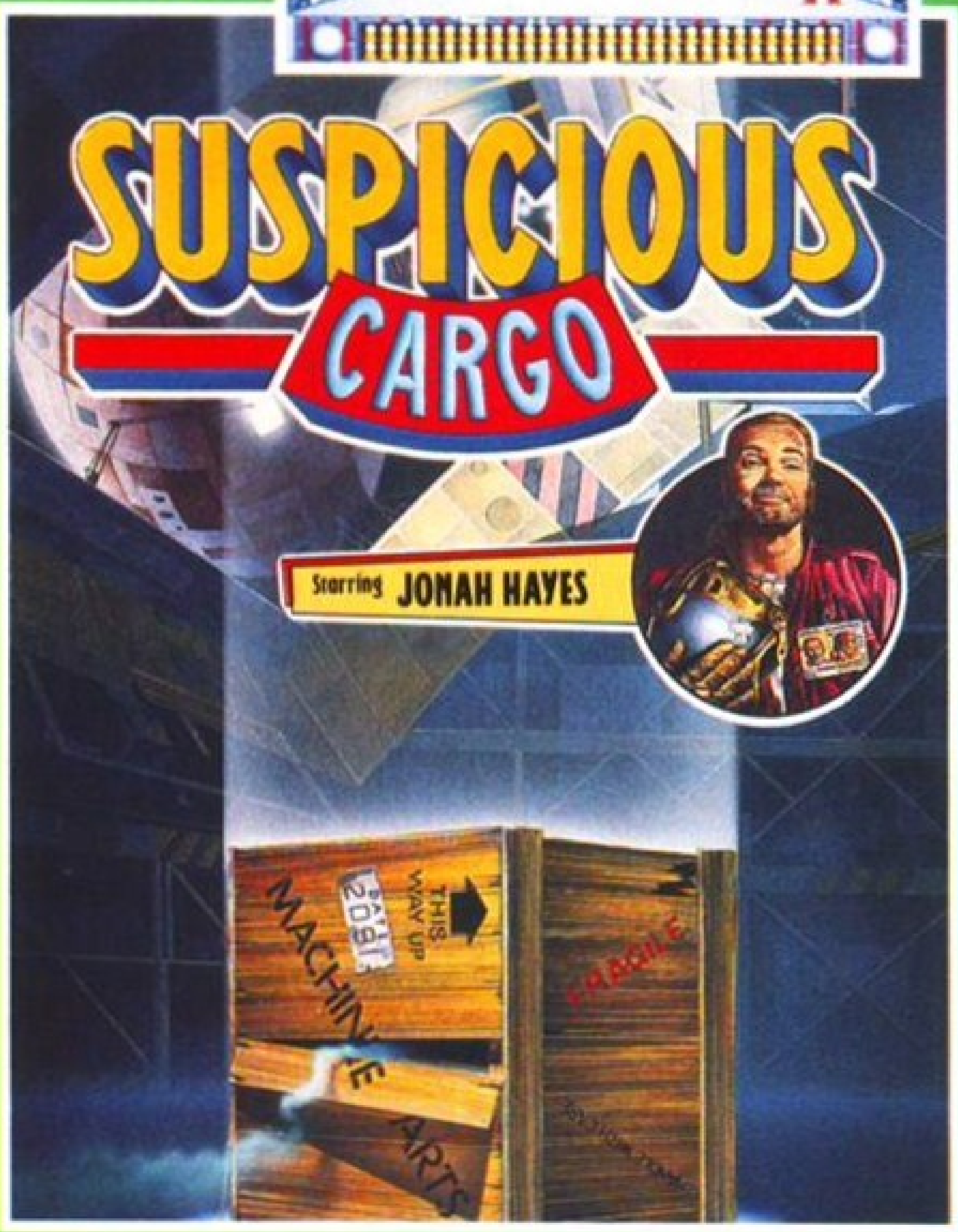
SUSPICIOUS CARGO

When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man... This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!
An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.



Available on ST/STE & Amiga





CLEARLY OUT IN FRONT

PEGASUS

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

Available on CBM Amiga & Atari ST/STE



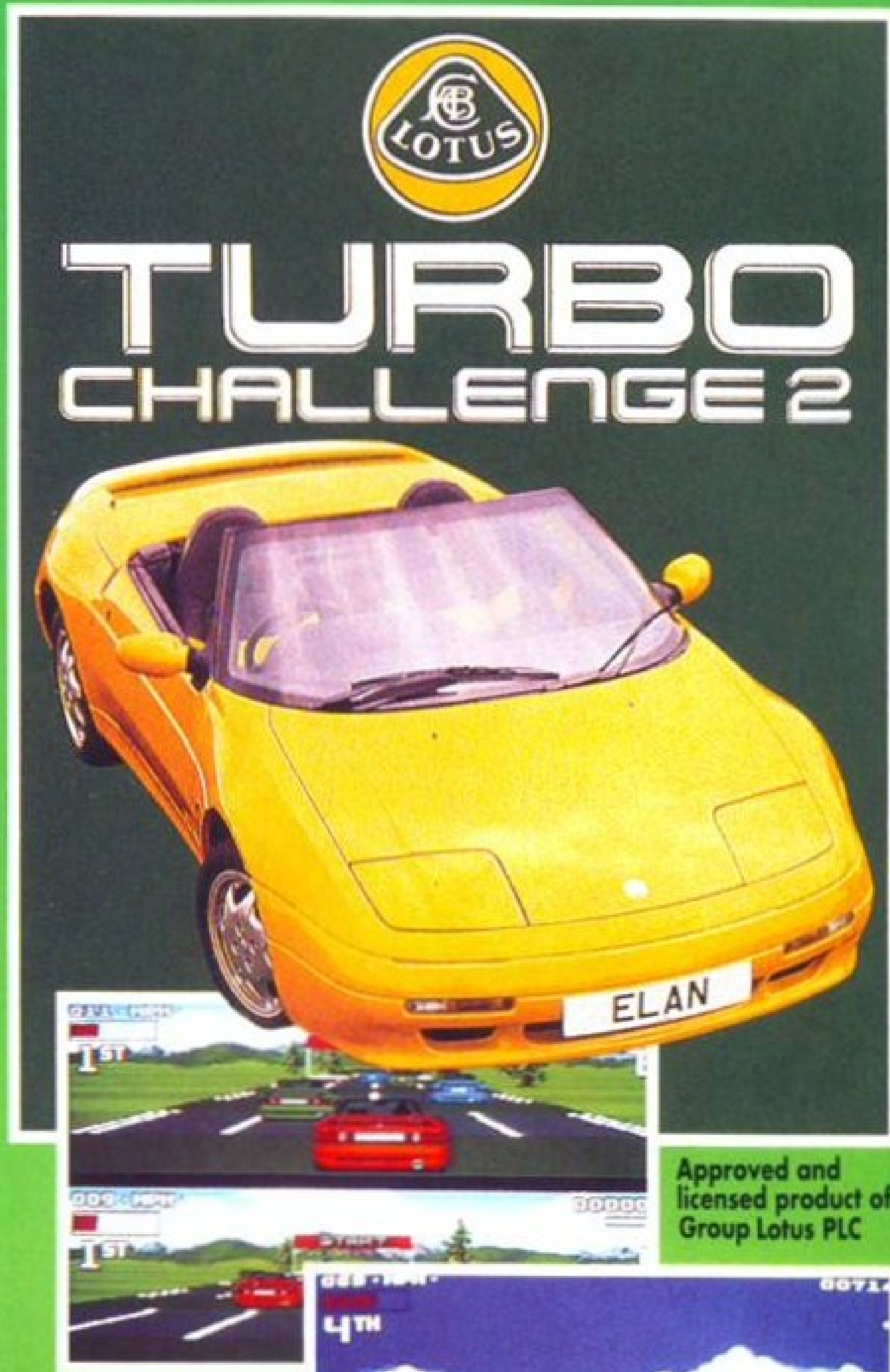
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SUPER STAR 93%

GAMES-X XXXXX

AMIGA ACTION 96% THE ONE 91% MF Magnetic Fields Software Design

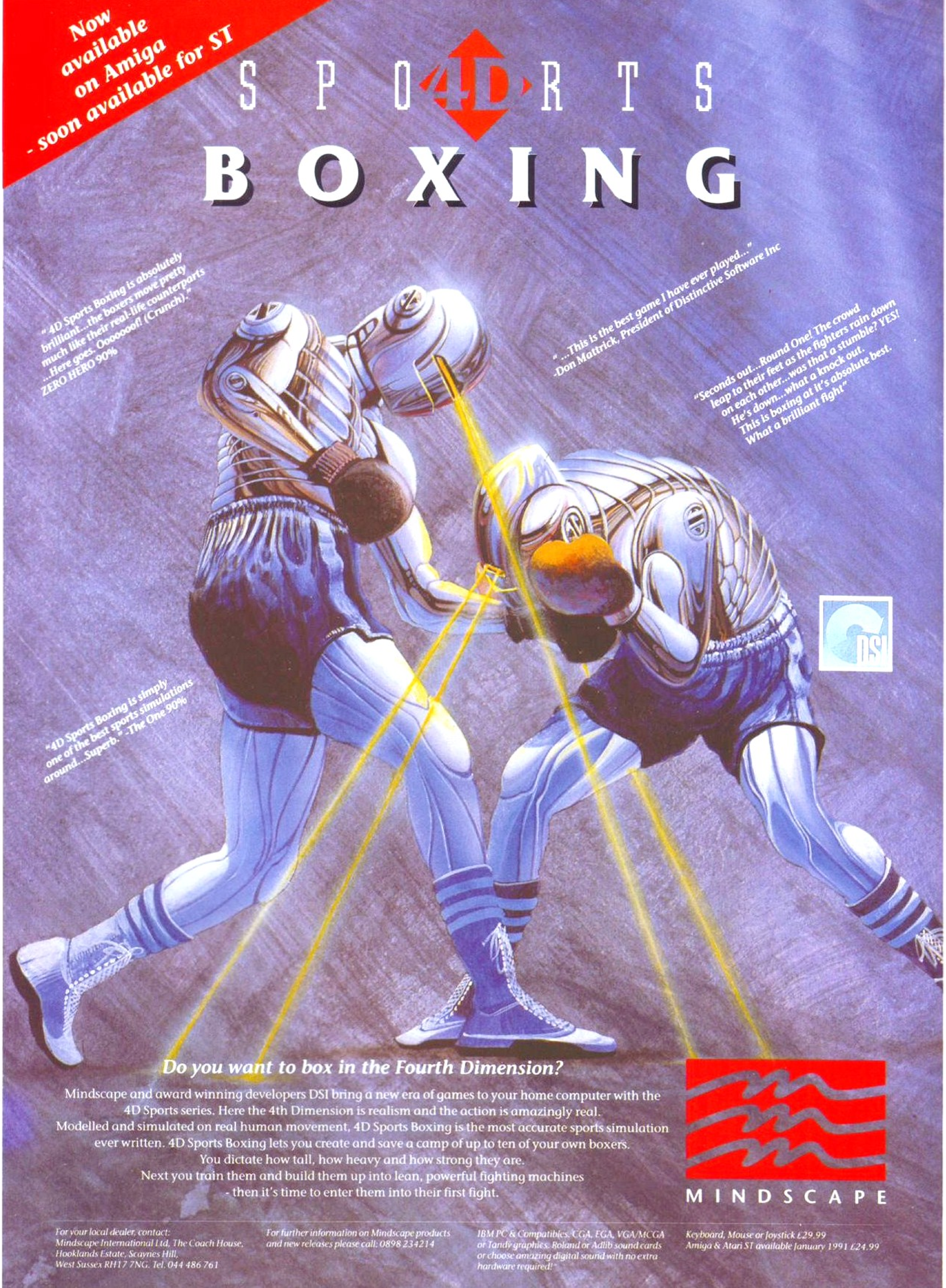
LOTUS TURBO CHALLENGE 2

Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990.
The best just got better with the release of Lotus Turbo Challenge 2.

- *Synchronised play for up to four drivers with computer link*
- *One player full screen imagery*
- *Hair raising new hazards - rain, lightening, fog, snow, commuter traffic, tunnels, bridges and level crossing.*
- *A chance to race across the USA*
- *A choice of the sleek Turbo Esprit or the new stylish Elan Softop.*
- *8 Death defying stages with over 60 Check Points*

Available on ST/STE & Amiga

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"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...was that a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"
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Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers.
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Amiga & Atari ST available January 1991 £24.99

Win a very unusual prize: your chance to star as a villain in Mega-lo-Mania! Both your face and voice will be digitised for the Mega-lo-Mania data disks, coming soon from ImageWorks...

THE LOW-DOWN

Yes, not one but two *Amiga Format* readers will star in the next episode of *Mega-lo-Mania*. You'll be whisked off to a studio to have your face digitised and your voice recorded and then processed into a sound sample for use in the game. All the voices in *Mega-lo-Mania* were done this way, by *proper* actors, luvvy… and now you can join them… daaahling!

It's a unique, once-in-a-lifetime opportunity to actually appear in a top Amiga game: your face will be seen and your voice will be heard by thousands of Amiga owners all over the world.

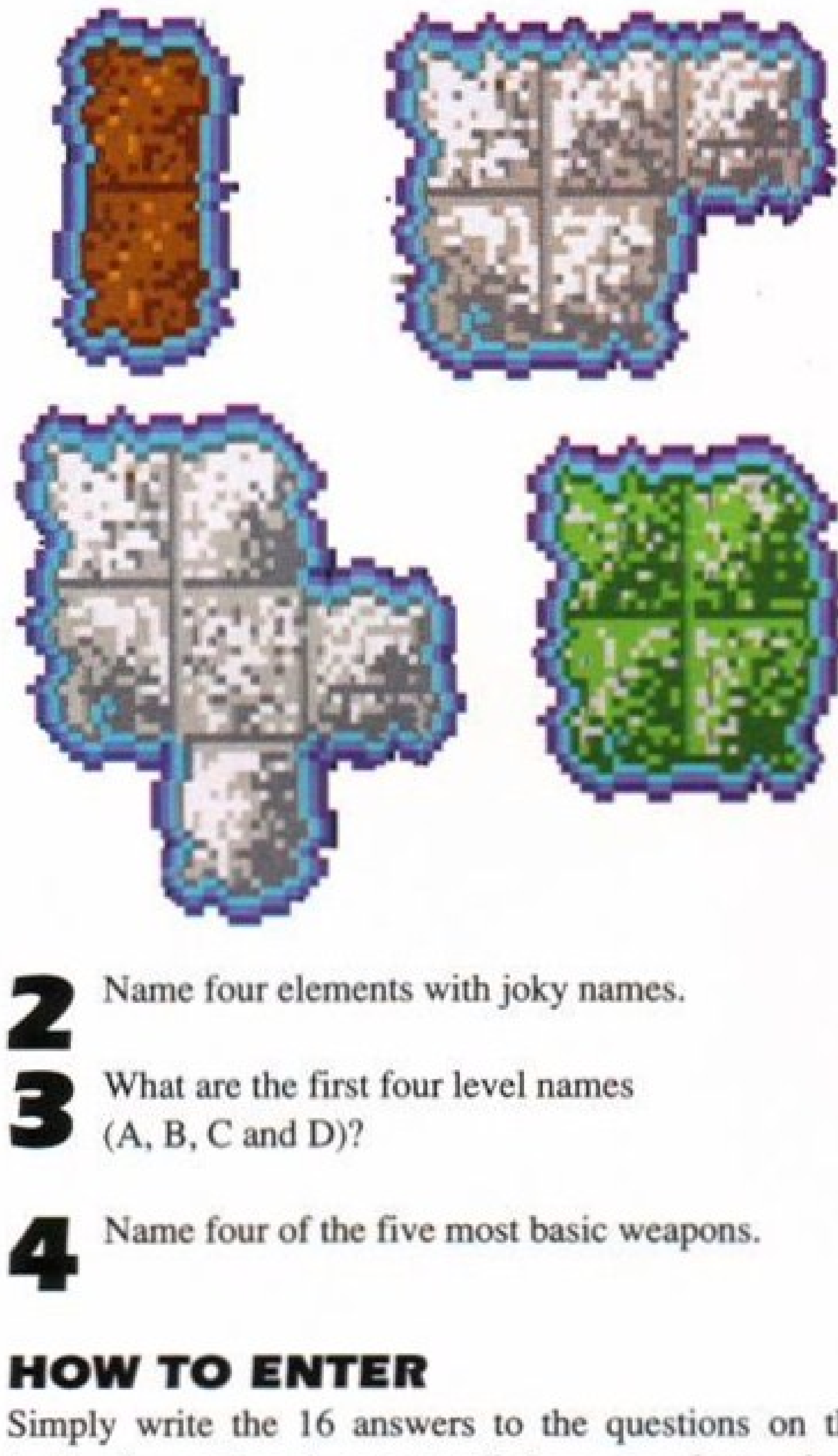
Now that's pretty special. So what we're asking you to do is answer a bunch of questions that prove your knowledge of Mega-lo-Mania. You don't have to have played the game: all the answers should be obvious if you've played our Coverdisk demo on Issue 25, read the review in Issue 26 or seen the Gamebusters playing tips in this very issue.

Twenty runners-up will win a copy of the original game *Mega-lo-Mania*, so they can get in some practice in time for the new data disk, as well as a mug and T-shirt. Not bad, eh? If you have already got a version of Mega-lo-Mania you can always give the new copy you might win to a friend and thus earn their undying respect and gratitude!

THE QUESTIONS

1 These are the four original evil-looking villains: what are their names?





2 Name four elements with joky names.

3 What are the first four level names (A, B, C and D)?

4 Name four of the five most basic weapons.



HOW TO ENTER

Simply write the 16 answers to the questions on the back of a postcard or a stuck-down envelope, along with your name, address and telephone number. Then put a stamp on it and send it to 'Dressing Room Mirrorsoft Compo', *Amiga Format*, 29 Monmouth Street, Bath BA1 2AP. All entries must reach us by January 20th, please. Easy enough, eh?

THE RULES

Employees of Future Publishing, Mirrorsoft and Sensible Software are not allowed to enter. The judges' decision is final and no correspondence will be entered

...and 20 very lucky runners-up will win a copy of Mega-lo-Mania, a mug and a T-shirt!



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Bullfrog topped the Christmas chart with Powermonger. How can they top that? Easy...



Populous 2

Religion has caused more wars than anything else in human history, so nobody should notice a few more. This is what *Populous 2* does best, set up two opposing deities and let them sort out who's boss. The sequel is couched in Greek myth and legend and picks up from where the mighty *Populous* left off. But is it just the same game with whistles and bells or have Bullfrog performed another coding miracle?

Version 2 is a power trip. The power of life and death, the ability to bring down a rain of fire, the power to send tidal waves crashing across cities are all yours to command. With these powers you must conquer the world. Currently, it is a land of heathen folk who prey the graven images of your Olympian competitors, but adept displays of your abilities will start the populace worshipping you.

AMIGA FORMAT GOLD

The people live below, on a series of scattered islands which must be conquered one-by-one. The initial battles are fought with a few lowly powers against a sluggish, stupid, foe. Conquer them and you move up the god league ladder, to take on more capable deities using increasingly pokey powers.

Battle Isles

Gods need followers to flourish. At the start of each island battle, a few already worship you – some folk will believe anything! – and a few pray to your foe. It is from the devotions of your followers that your power stems. Promote their existence while inhibiting those pledged to your foe and your powers increase as the population grows. The prayers your people offer up is measured as 'mana' and this is what gives gods clout.

For each island you will receive a set of powers with which to protect, promote and punish the population. Each power costs mana to use, and the pokier the effect the more prayer power it costs. Working on a direct debit system, your mana level automatically displays and deducts the cost of each power. This symbiotic relationship of god-to-people and power-to-mana, dictates your actions throughout the game.

The range of powers depends on the island. Gods always have the power to raise and lower land, to summon followers to their 'Papal Magnet' and to invoke Armageddon. On offer are 27 other effects are and it is these which make *Populous 2* a classic spectator sport. Swamps that suck foes to their doom can be placed in cities, hurricanes blow buildings into the sea, whirlpools erode their land and firestorms can raise entire forests. These all cost major mana, but their judicious use is both amusing and effective. The downside of this is that the opponent god is also gathering mana and anything you can do he can do – better? Gods that spend their time gloating can have smiles wiped in seconds when they realise that while they flooded the enemy town their own one was being turned into ash. Play against the computer and you're assured a major fight, play down the wire against a friend and it's venom spitting time!

Gods!

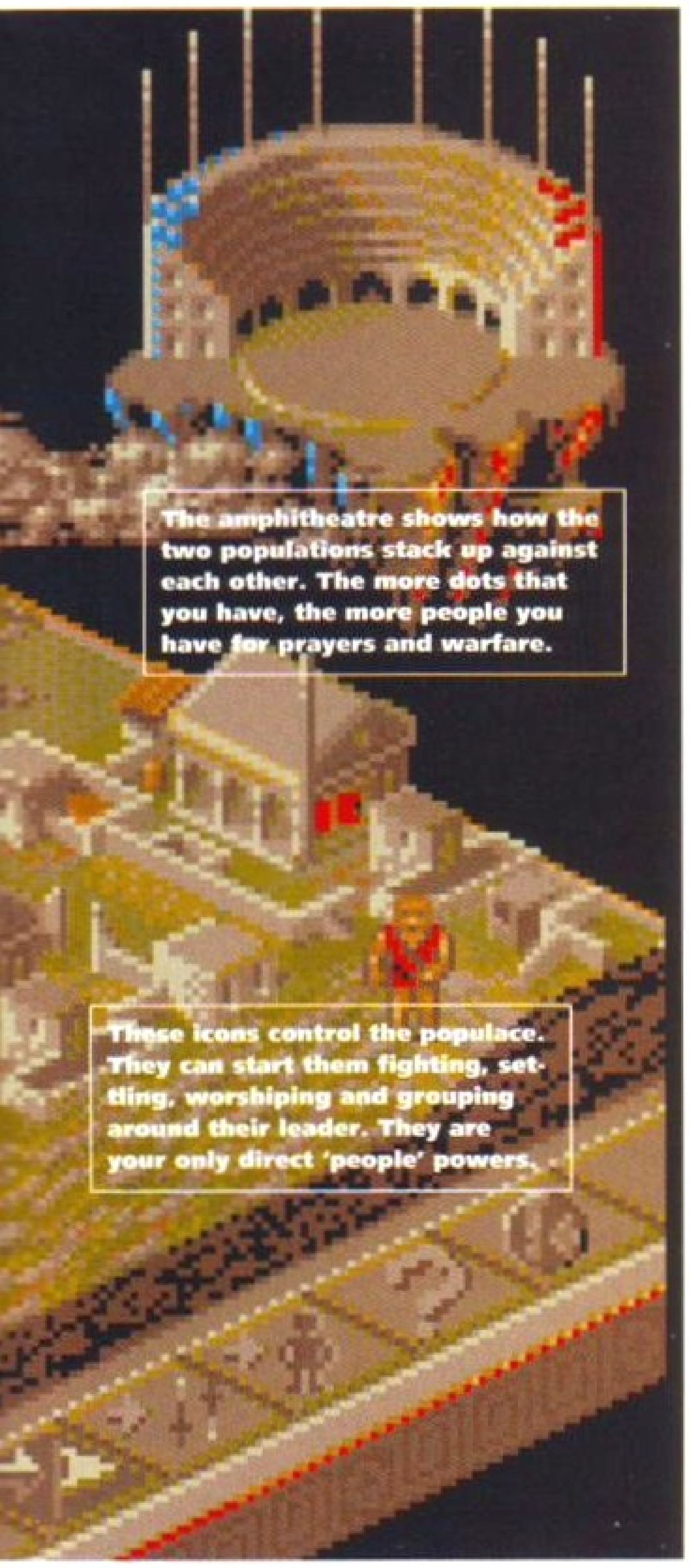
The populace of *Populous* are a hardy and obedient breed – which is just as well. If you clear land and slap them in 'Settle mode' they instantly build houses. Clear more space and their shack becomes a hall, and then a mansion, which becomes a castle. And the better their living conditions the more praise – mana – they offer up. Better housing offers them greater protection though, so they tend to be a homely bunch, and have to be forcefully clicked from their house to go to war or visit the Papal Magnet.

So where's the catch? What's the downside? Well, there isn't one. It's a sequel, but in the best sense.

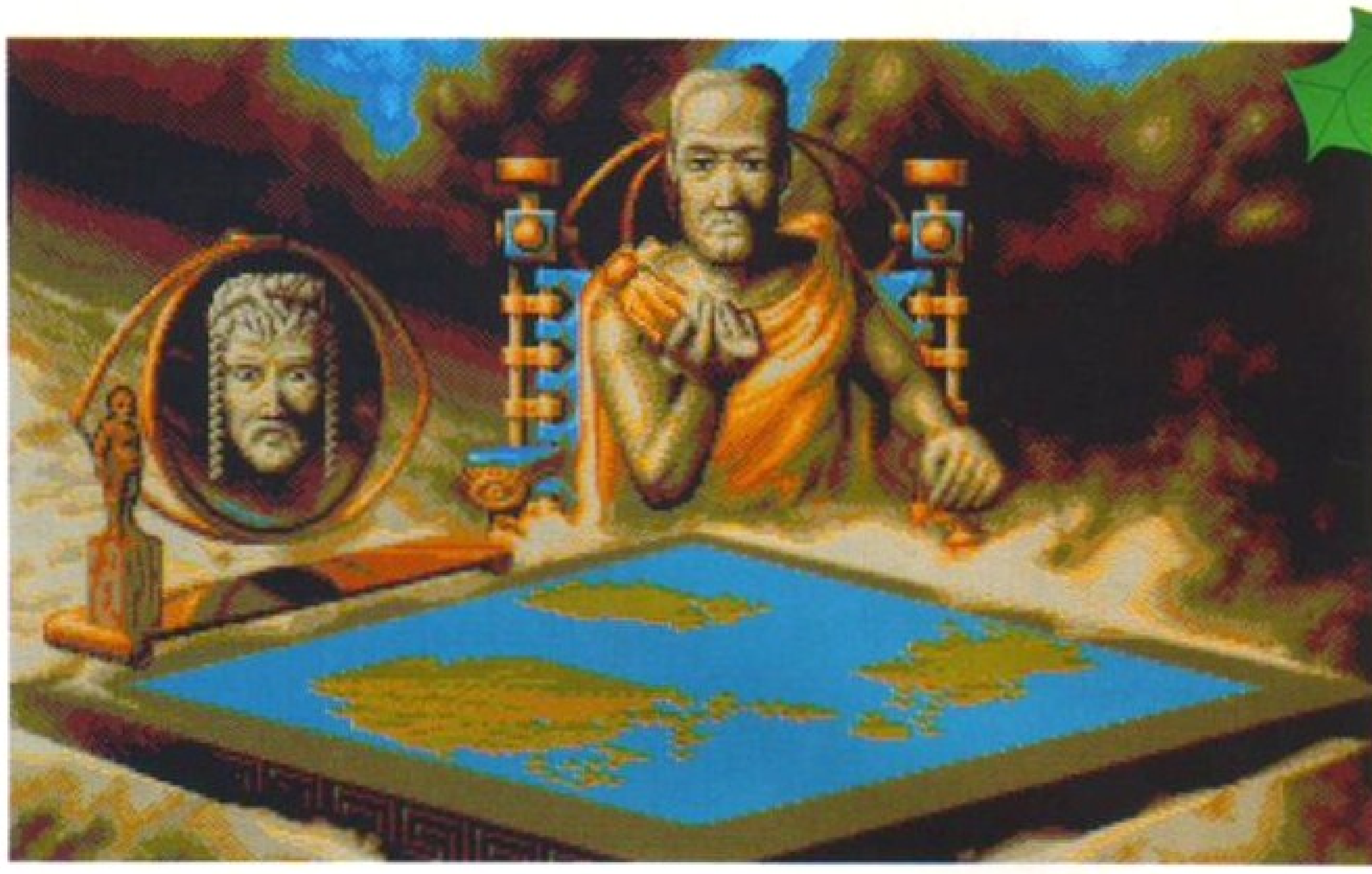
Leaders are important to these people too. You can create one by hitting 'Go To Papal Magnet Mode' and the first man or woman there becomes your leader. People who follow them there are then absorbed into the leader, making them tougher and more efficient. This leader adds to the tribe's sense of security and can become a potent weapon in the *Populous* armoury. Leaders can become knights who seek the nearest enemy in an attempt to slay unbelievers. Both dogmatic and stupid they often need land raised from the sea to reach their foes, but the mana investment is worth it when you see the carnage they cause.

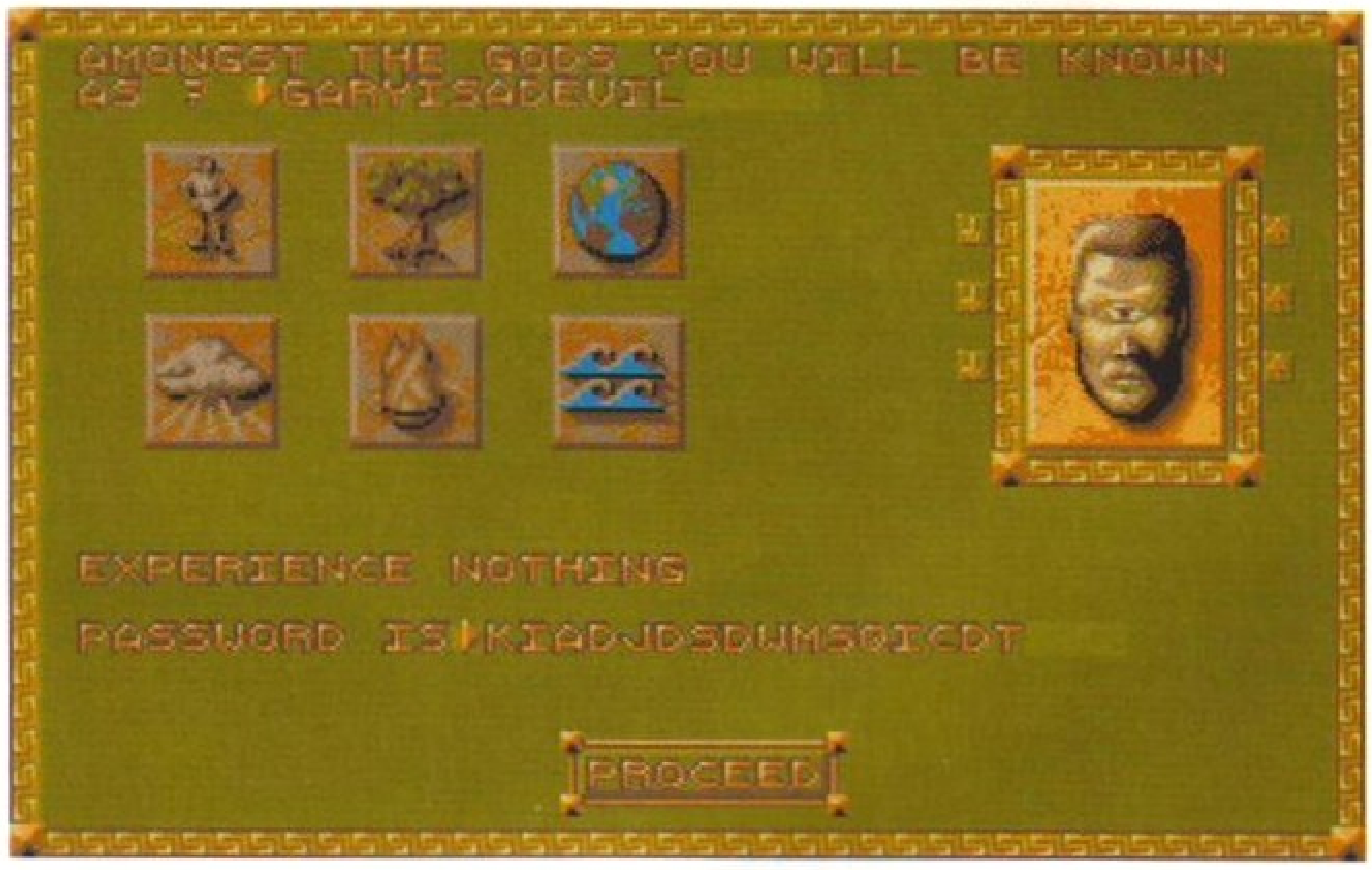
Battle Command

Each island war opens with the small population scattered about the map and with the worship ratio 50:50 between gods. Neither god has much mana and all you can do is move your Papal Magnet or begin reforming land. Dragging the magnet about is good for morale but levelling the land starts the settlers settling.


The amphitheatre shows how the two populations stack up against each other. The more dots that you have, the more people you have for prayers and warfare.

These icons control the populace. They can start them fighting, settling, worshiping and grouping around their leader. They are your only direct 'people' powers.


At the end of each level gods are given awards that they can build up their powers with. Even losing gods get a few, but victorious gods get far more. The awards depend on your overall popularity, efficiency and a few other hidden components. It raises the gameplay question of either playing for points or powers.



Gods are not off-the-peg creations. You get to choose your own face, name and specialised powers. As the game progresses you can build up these areas to improve your abilities or go for a broad range of them. This will affect how the later games are played.

Soon the mana begins to build up and the map metamorphoses as both gods crazily create lebensraum.

The gameplay shifts modes when the mana balance builds up. War erupts suddenly and thunder clouds appear above towns threatening lightning, columns of fire wreck key buildings and conversion pools suddenly start changing the peoples' allegiance. The once small island, swiftly changes complexion as tidal waves destroy entire cities and causeways are created to allow armies to cross. The battle rages until one god has the upper hand and then it's Armageddon time – when both sides populations become knights and the ownership of the islands is decided in one final fight.

Victorious deities are rewarded with awards which can be spent to customise their powers. Any of the six power types can be invested in, or the awards can be scattered around them all and only time will tell if you made the right choices for your style of play.

The new skills will be needed though, because your score on the last island determines where you'll fight next. There are over 1,000 islands in total but fast learning gods can leap frog through early levels, advancing until they find their own degree of difficulty.

The more advanced powers are offered slowly, and only given en masse on the later islands, providing the incentive (as if any were needed) for the long-term play. A good 'saved game' god will be needed if you want to use volcanoes or hurricanes on the field of battle.

Populous plays fast and loose. It has an absorbing edge that draws you into the world you control. Your divine rod is the mouse and the cursor soon flies around the screen, dictating the outcome of this deity showdown.

Beautifully crafted graphics combine with the overriding design principal of playability. Helpful information inconspicuously fills the screen, ready to read with just an eye flick away. There's power here and it's as easy to use, as it is to let it go straight to your head.

Populous 2 can be played in full screen mode, with the icons and maps removed. It's an excellent way to get an overview of the game, but hard to play from when the going gets tough and the fire columns start.



Megalomania

The power of *Populous* is not just cerebral however. The speed of the play goes unnoticed, but the fast moving map and crisp mouse responses allow real high-paced action. Once embroiled in a battle you find yourself unconsciously drawn closer to the monitor in a bid to absorb all the information the screen has to offer. Start playing and the games only seem to last for few minutes, but look at your watch and hours have passed. Strangely, sacrificing evenings and weekends somehow seems worth it when you reach giddy new god heights.

Populous 2 hits the imagination where it hurts, every action is seen and can be believed. The deity drama is fully acted out with small bright sprites fighting, burning, building and drowning. They may only be tiny pixel people, but the precise artwork helps bring the abstract god concept home. You do have the power to change the map. You do have the power of life and death.

Powermonger

Populous 1 set the world alight with its sheer originality. This should have handicapped *Populous 2* because god games are now commonplace, but it is strangely liberated by it. Now the genre is established it doesn't have to labour to get the concept across, so *Populous 2* is free to explore the possibilities of the game form. *Populous 2* is not a rerun, quick copy or a cop out. It encompasses grand game ideas and presents them in a way that encourages players to explore the realms of their Amiga's given powers. You don't have to have been an aficionado of the first game to play, the

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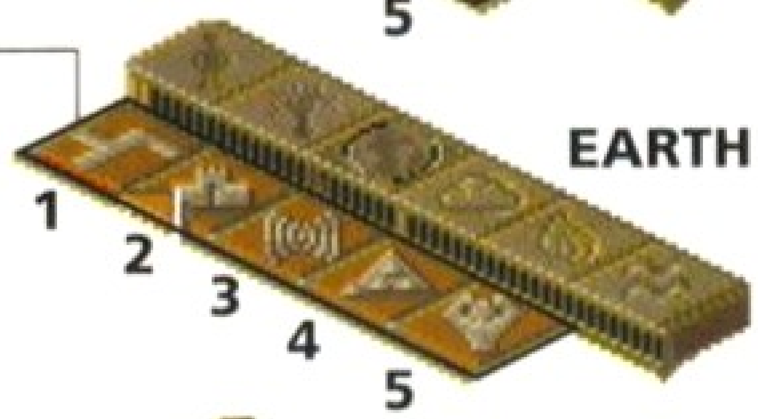
SO WHAT DOES MANA MAKE?

Mana is the source of gods' powers. The amount of praise on offer limits a god's power. The more mana available the more pokey powers you get. These powers are:

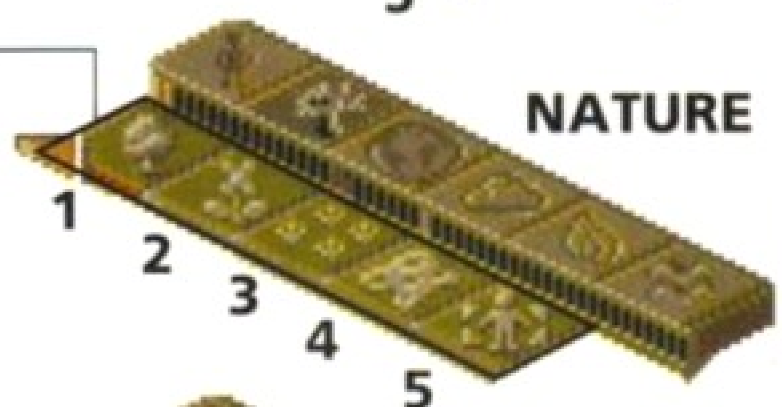
1. Raise/lower land.
2. Move Papal icon.
3. Create knight.
4. Plague!
5. Armageddon.



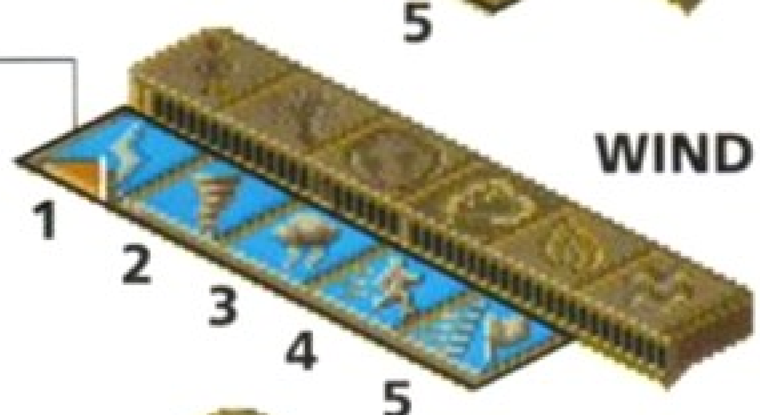
1. Build road.
2. Build City wall.
3. Earthquake.
4. Lay barren rock.
5. Make earth hero.



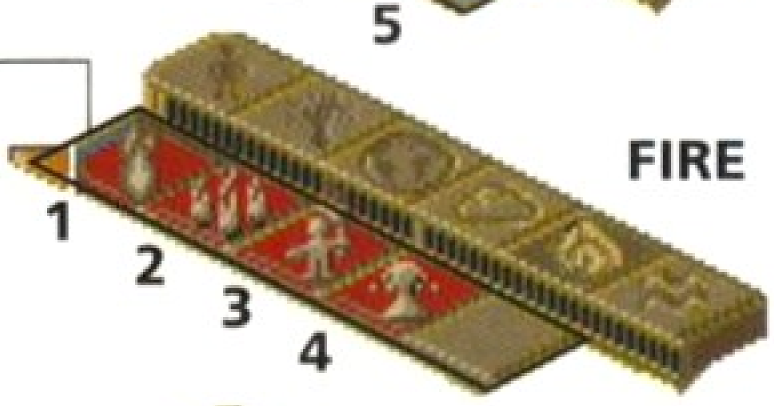
1. Grow trees.
2. Verdant.
3. Create swamp.
4. Creeping fungus.
5. Make nature hero



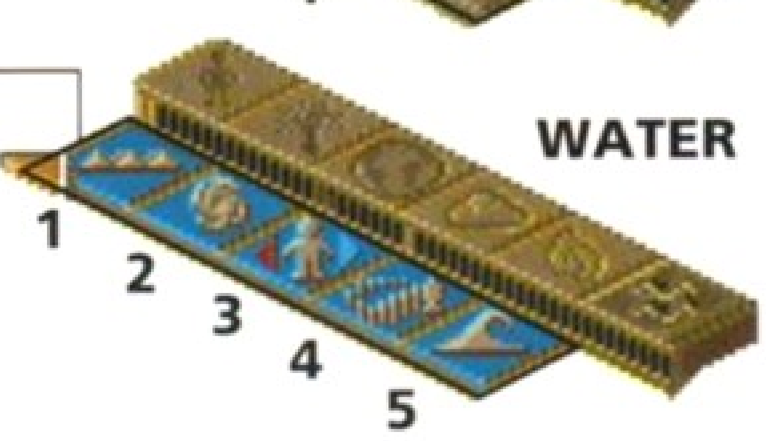
1. Lightning bolt.
2. Whirlwind.
3. Lightning storm.
4. Create hero.
5. Hurricane.



1. Column of fire.
2. Rain of fire.
3. Make fire hero.
4. Raise a volcano.



1. Lay basalt rocks.
2. Start whirlpool
3. Conversion pools.
4. Aphrodite.
5-Tidal wave





The landscape is forever changing. Populous 2 sports fertile, ice, desert and slime worlds. Each one forces different powers to be used. Luckily lightning bolts still work!

principals can be learned in minutes, but players of *Populous 1* will feel they've found the promised land.

You are given tools and a challenge and you have to supply the solutions, but every player will have their own. The game creates an environment and offers you powers to affect it. The problems are proffered in the design of each map and the effects allotted for it, but the outcome depends on the strategies you conjure up in the heat of battle. 30 effects would be enough for any mere mortal of a game, but *Populous 2* is a god game and escapes such frailties.

All the powers that flash forth from the cursor have hidden depths. The tornadoes that you use to whisk the other gods' worshippers away have positive uses too. If there's a city wall that your troops cannot breach, then judicious use of a whirlwind can waft them over it and into battle.

Trees planted to please the population can become a deadly fire-trap if a forest fire spreads, fatal for any troops wandering through. Tornadoes that wander over water start land-eating whirlpools. These simpler tricks soon become obvious, but off the wall, hatstand combinations often yield unexpected benefits. Their discovery lies in an understanding of each power and the ability to prise yourself from the present situation and look the facts in a cold gameplay light.

Captive

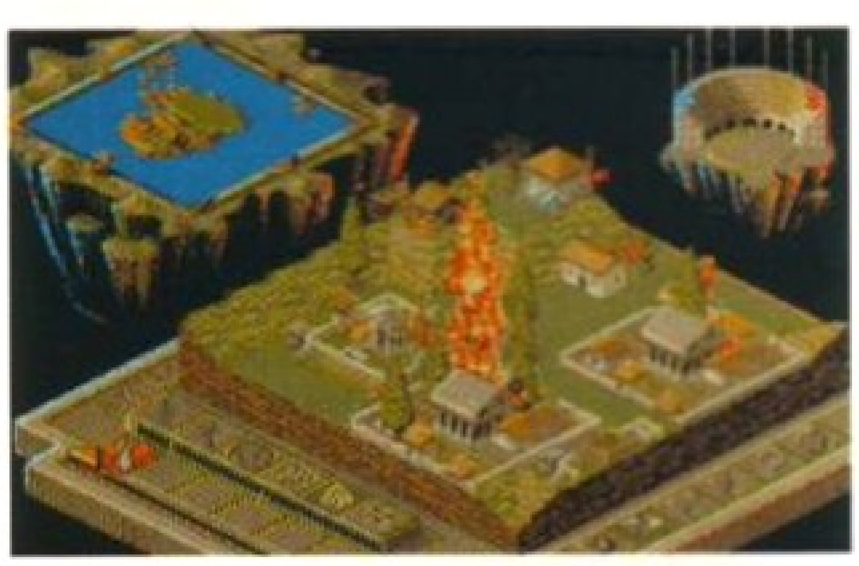
So where's the catch? What's the downside? Well, there isn't really one. A few very minor niggles could be labelled as 'faults' but only for pedantic reasons. The heavy weight of animation sometimes strains the Amiga so it slows slightly, but then so much is happening that your brain's reeling too. The real pain with it is that any free time is swiftly swallowed in play. You may not mind, but family and friends will be seeing an awful lot less of you once you board this godly roller coaster ride to ultimate power.

Populous 2 is a sequel, but in the best sense. It takes an all-time classic and reshapes its essential elements into something new. The concept remains the same, with an almighty being able to change the world at the push of a button. But, the developments and changes radically transform the game. In comparison *Populous* was a puzzle game, where each island had a solution and finding it was the challenge. *Populous 2* is a game that poses a problem but expects no specific solution. The difference is subtle but vital. With the inclusion of more powers and a radically streamlined display that looks less cluttered, *Populous 2* comes from the rich gameplay family of *Populous* and *Powermonger*, but is the wealthiest of them all.

Populous 2 stands a top of the games Olympus. It has everything a game should offer: it's fast to play but provides a long-term challenge; it balances control speed with tactical depth in a way that hitherto looked impossible; while excellent effects and swift moving graphics ensure that *Populous 2* looks as good as it plays.

If you thought that your Amiga ran on mains power you're wrong. It was built to consume mana, vast amounts of it. Plug into the *Populous 2* circuit and feel these god-like abilities flow through the mouse and onto the screen. Bullfrog invented the god game as we know it and have brought the full force of their skills to bear in the sequel. Kiss your weekends goodbye, the game of the year is here!

Trenton Webb



The sleepy enemy encampment is disturbed by a column of fire. This ignites the trees and starts a forest fire.

The charred land must now be reworked before it can be built on. Ha!

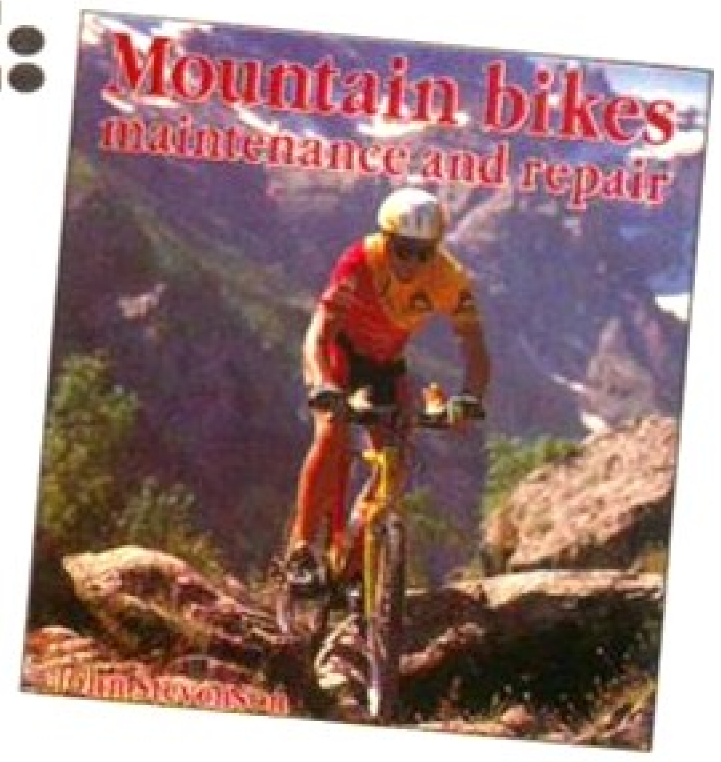


Populous 2
Electronic Arts ■ £29.99

- The most eagerly anticipated game of the year delivers the goods.
- Furious and fast mouse work combines elegantly with tactics.
- Modem link mode allows some truly evil player games.
- 1,000 islands, 30 god powers and a host of vicious computer players!
- Undoubtedly the best game of 1991, treat yourself to a copy NOW!

AMIGA FORMAT Verdict 95%

GRIME TIME: THE BOOK



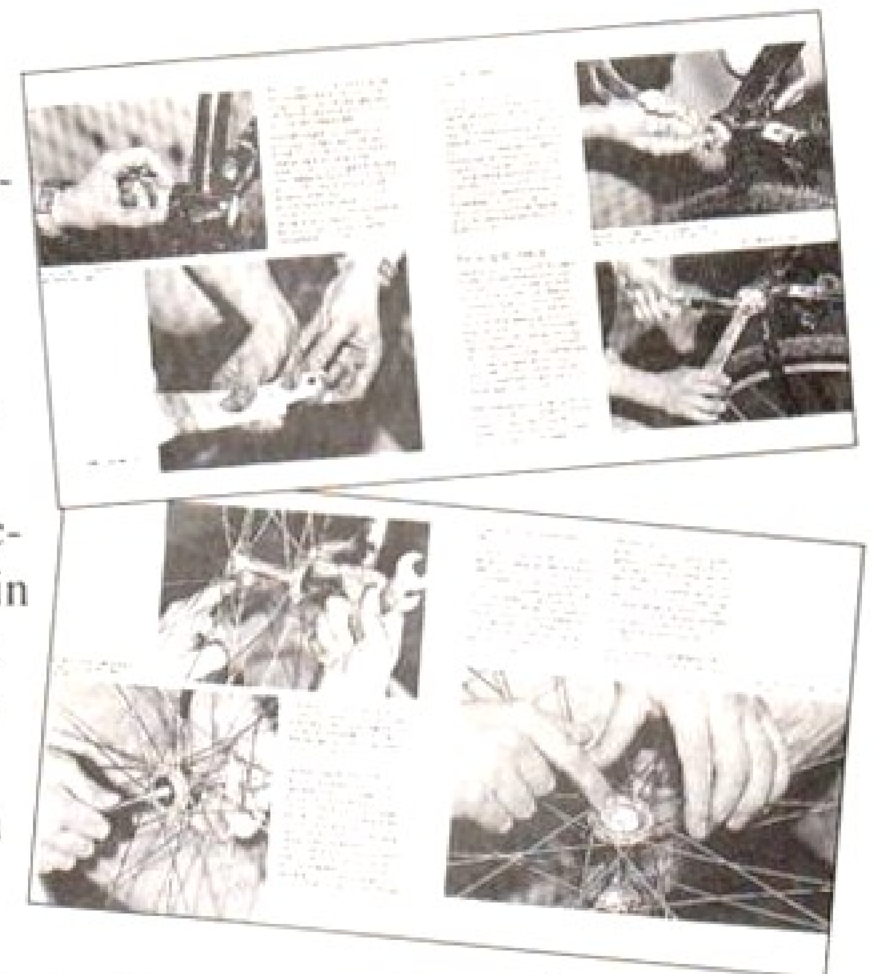
MOUNTAIN BIKES: MAINTENANCE AND REPAIR

by **John Stevenson**

150 pages with over 130 photographs and illustrations

Yes, it's true, Deputy Editor of Mountain Biking UK, the man Stevenson has finally written a book. He reckons Mountain Bikes: Maintenance and Repair is the most useful workshop aid since the allen key, but then he would say that, wouldn't he?

Actually, it's packed with info on maintaining, repairing and upgrading your bike, clearly illustrated by cycling lens-god Graham Watson and MBUK photo ace Steve Behr. Mountain Bikes: Maintenance and Repair takes you through from fixing punctures to replacing forks and building wheels in John's usual, clear informative style, with step-by-step photos to guide you on your way.



Exploding the myth that you have to be genetically endowed with mechanical ability, John gives you all the instructions you need to maintain, repair or replace every component on your bike, helping you to tackle minor problems skilfully and even major ones with confidence. It's a must for all the mountain bikers who have ever wished they could have a knowledgeable mechanic at their side when they lift spanners and start work on their bikes.

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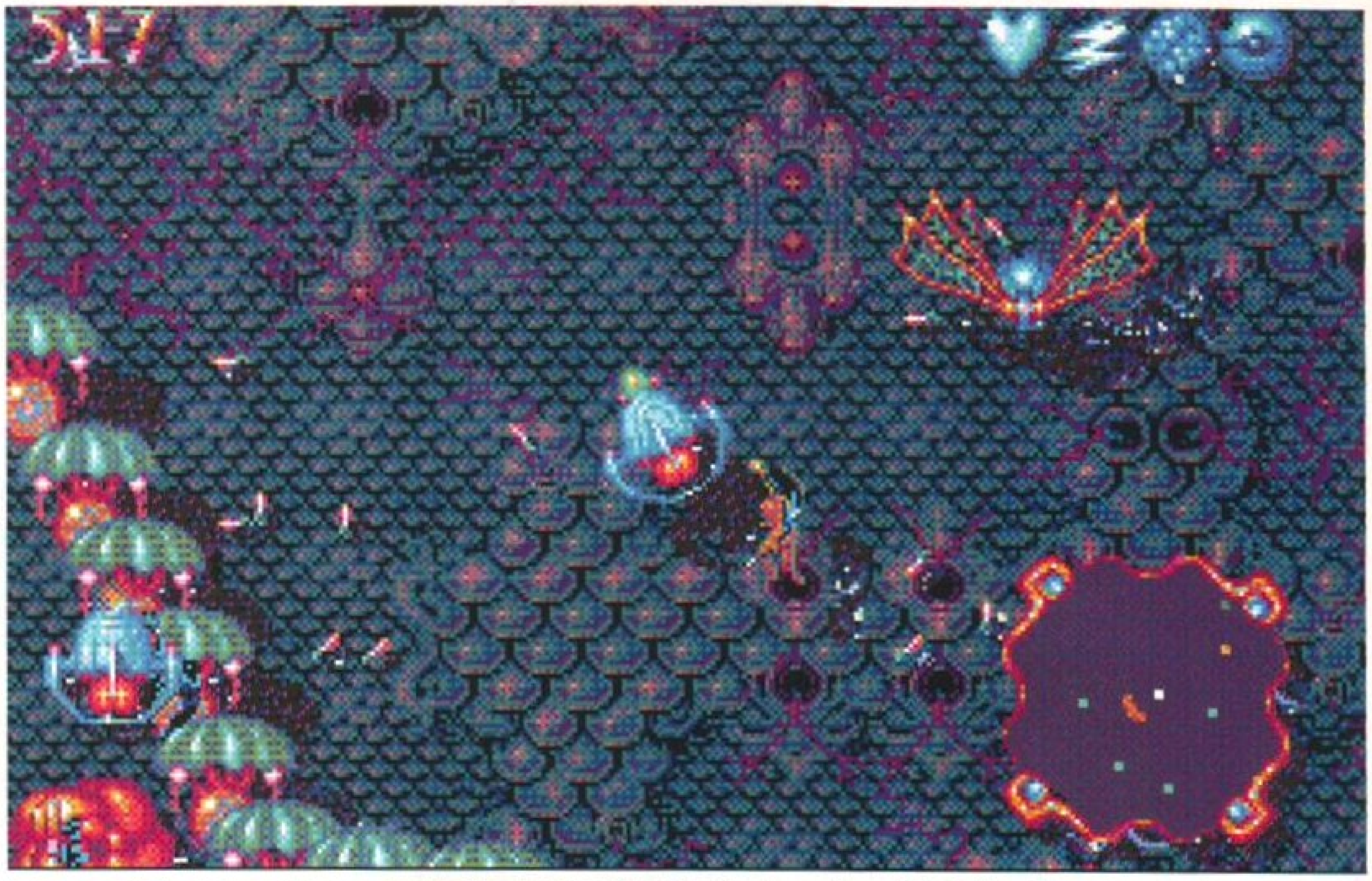
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A slimy creature is threatening to take over the galaxy. Can you beat it into submission in your lonely space craft? Or will you just get involved in yet another scrolling shoot-em-up?



A Humanoid has been picked up by Amnios, but that Snatcher looks as though he's about to get pretty darned tough! A quick zip to the Fathership is needed before things start to get ugly!

Amnios

What kind of game shall we put together this time?How about a shoot-em-up? Yeah, all right. What about the graphics? We could do that horrible, slimy, genetic look. All right then. Now, we need a plot to cover slimy genetic monsters and shoot-em-ups. Aha...

Deep in the heart of Galactic Centre, a strange organism is lurking, it's a strange genetic form feeding on the energy of the stars. Its name is Oncabloc.

Meanwhile, the Sapien inhabitants of the planet Terra have been spreading across the galaxy, assimilating the cultures and lifestyles of various planets into their own to form a galaxy-wide cross-cultural species. As their explorations took them to new parts of the system, they eventually penetrated the dust clouds of Galactic Centre.

Unfortunately Oncabloc was waiting. It had been watching the spread of the Sapien Empire and wished to absorb it into itself, harnessing the power of all the included species to become the most powerful organism in creation. Its ambition was realised all too late by the Sapiens, resulting in the most horrific and blood-thirsty attack ever seen in the Homegalaxy. It was decided that this would never be allowed to happen again, so the Elder Minds experimented with genetic weaponry to produce Amnios.

Genetic engineering

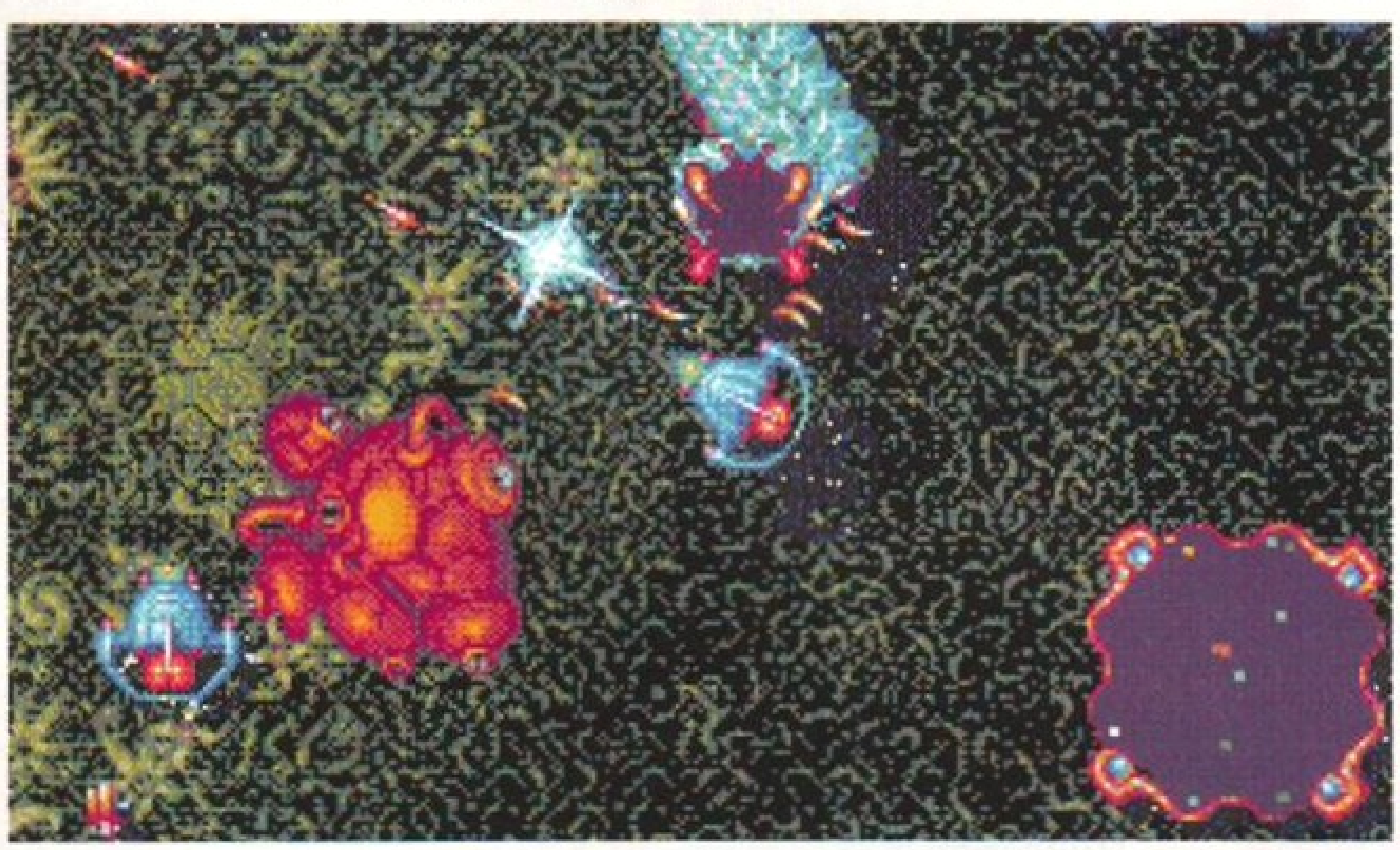
Amnios is a symbiotic structure combining state-of-the-art artificial intelligence computers and living genetic material. This, in effect, allows the engineers to build a 'living' spacecraft, which can be controlled by – and respond to – the mind and nervous system of a specially adapted pilot. A few brave volunteers stepped forward to take part in the Amnios project, they underwent mutations and intensive training to allow them to fly the experimental craft.

Eventually, it was decided that the Amnios project was perfected enough to launch an attack on the Oncabloc. The tiny ships were the only remaining hope of the Sentient galaxy. And so they were launched, along with a handful of 'Fatherships' to allow the rescue of humanoids captured by Oncabloc, and also to build weapons from genetic material taken from the cancerous being. The fighters must either remove the humanoids from the organism, allowing the base ships to nuke the mothers into oblivion, or destroy enough of Oncabloc's living tissue to make it shut down.

As a last ditch attempt to protect itself, each portion of Oncabloc launches a twisted guardian to try and wipe out the Amnios ships. These too must be wiped out before the particular strain can be removed from Galactic centre. Once this has been achieved, the attack team must move onto the next spore, continuing their quest until the hideous culture has been completely eradicated."

What about that for a plot then? Naaah! That's far to pretentious!

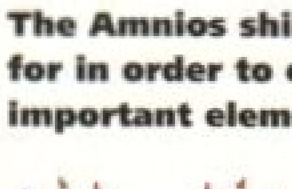
You play one of the pilots in the Amnios programme, flying into the Oncabloc to try



Despite all that foliage, Oncabloc still has a number of body parts heaving and pulsating on the surface. This heart needs to be destroyed to take down Oncabloc's defences.

OUT OF THE SLIME

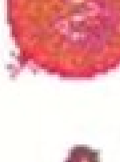
The Amnios ships have various elements that they must look out for in order to complete their mission. Here are a few of the more important elements:



Snatchers – They guard the Humanoids and try to stop you from picking them up. Once you have rescued a Humanoid, its snatcher will then hunt you down.



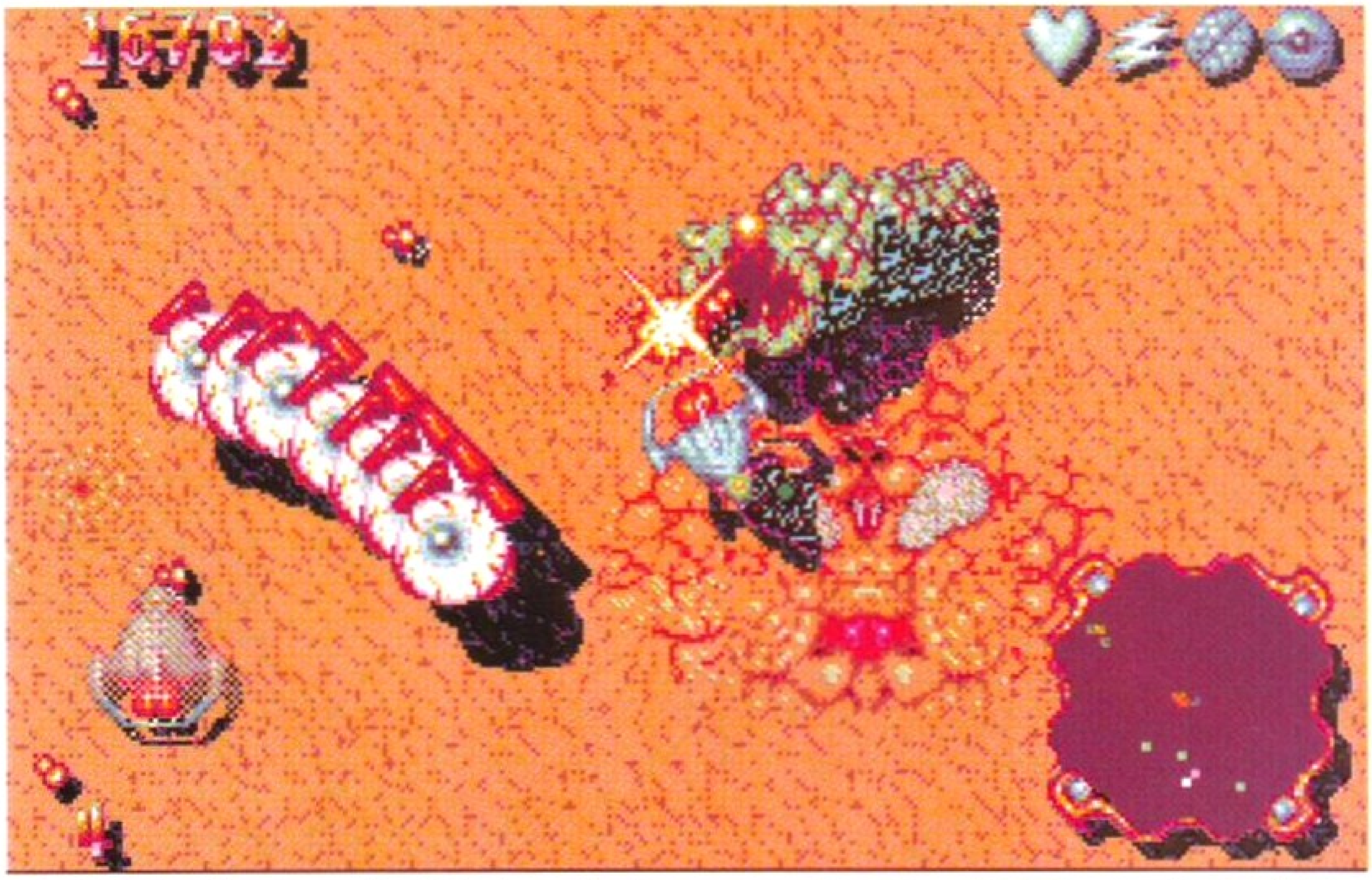
DNA Strands – These can be deposited on the fathership to produce weapons. The colour of the DNA strand refers to the type of weapon that they can produce.



Humanoids – For the Sentients to launch an all-out attack on the Oncabloc, you must rescue the Humanoids and take them to the Fatherships.



Fatherships – These are the platforms where Humanoids are placed or DNA is turned into weapons. Each Fathership can hold one Humanoid and process one DNA strand at a time. Hovering over a Fathership will help you to replace lost energy.



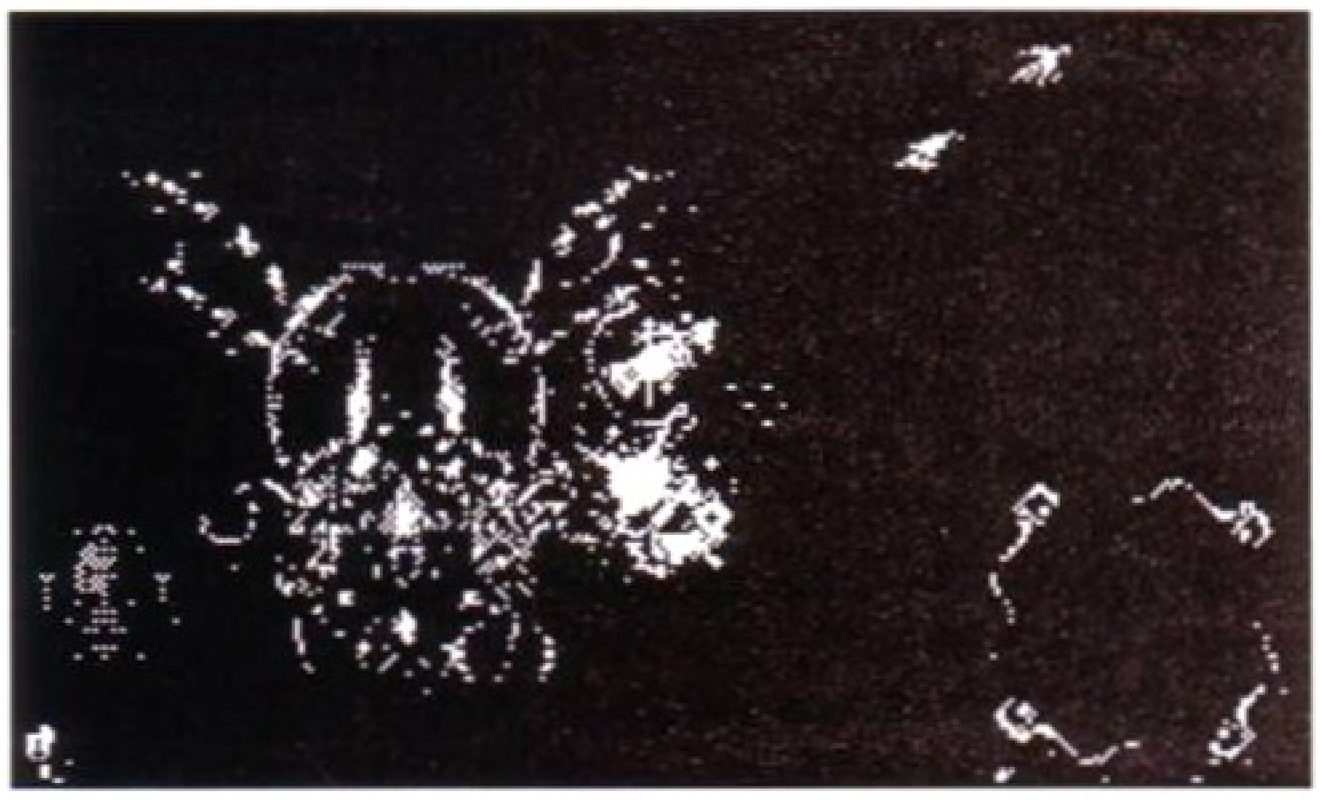
A deadly battle with a stream of eyeballs above a heaving mass of mutated skin and flesh. Sounds rather horrible to me, but if that's what people want in video games... then you're all sick!

and wipe out the deadly menace. The levels fall into three categories:

Squama – A scaly being with rocket-firing mouths and orifices.
Foliage – Various types of mutated plants sprout forth to attack your ship.
Epidermis – A large mass of skin and flesh with loads of eyes, mouths and limbs to try and catch you.

Have DNA, will battle

Each level has a number of body parts, including eyes, brains, hearts and other living tissue. Destroying eyes stops Oncabloc from tracking you, while wiping out brains and hearts reduces its ability to defend itself. If you



The presence of the guardian means that this particular strain of Oncabloc is on its last legs... or pincers... or tentacles... or... well whatever appendages it happens to have this time around!

manage to destroy a large enough percentage of these body parts, or rescue all the humanoids, you must then face the guardian before moving on to the next part of the organism. And... er... that's about it.

What little germs are made of

Amnios is a nice-looking game, if you can call well-drawn and animated hideous genetic mutations nice that is (and you can't – *Ed*), but that's about where the appeal ends. The control of the Amnios craft itself is very unruly – the momentum and rather-too-wide turning circle make dodging bullets almost impossible, and the only way to restore energy is to try and hover over a Fathership.

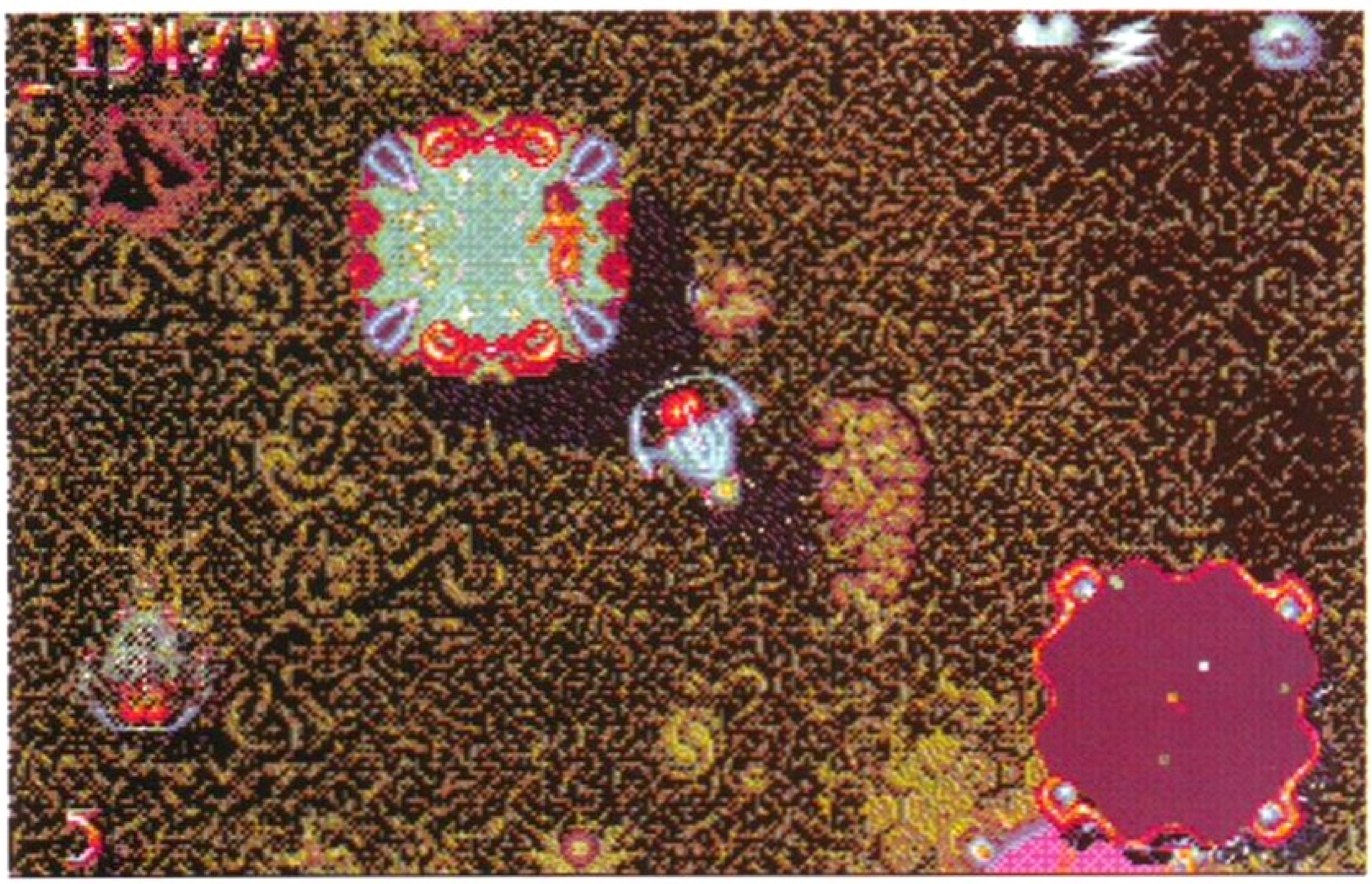
This would be all very well if they didn't try and dodge you as you approached them!

The levels are all very similar, reducing the long-term appeal of the game by a substantial amount

Although the designers have tried to put as much diversity into the game as they possibly can, the end result is just far too confusing to get a proper grip on. Even when you have figured out, after several hours, what the hell you are meant to be doing. The levels are all incredibly similar, reducing the long-term appeal of the game by a substantial amount.

Shoot-em-ups with genetic-style graphics are pretty old hat these days, but slapping on the most incredibly pretentious plot in place of interesting gameplay just doesn't make for an innovative product. What's needed is fluid joystick control and some absorbing gameplay, two points which *Amnios* unfortunately lacks. If the idea behind the various game elements had been properly executed, then *Amnios* would have been interesting, but they haven't, so it's not.

Maff Evans

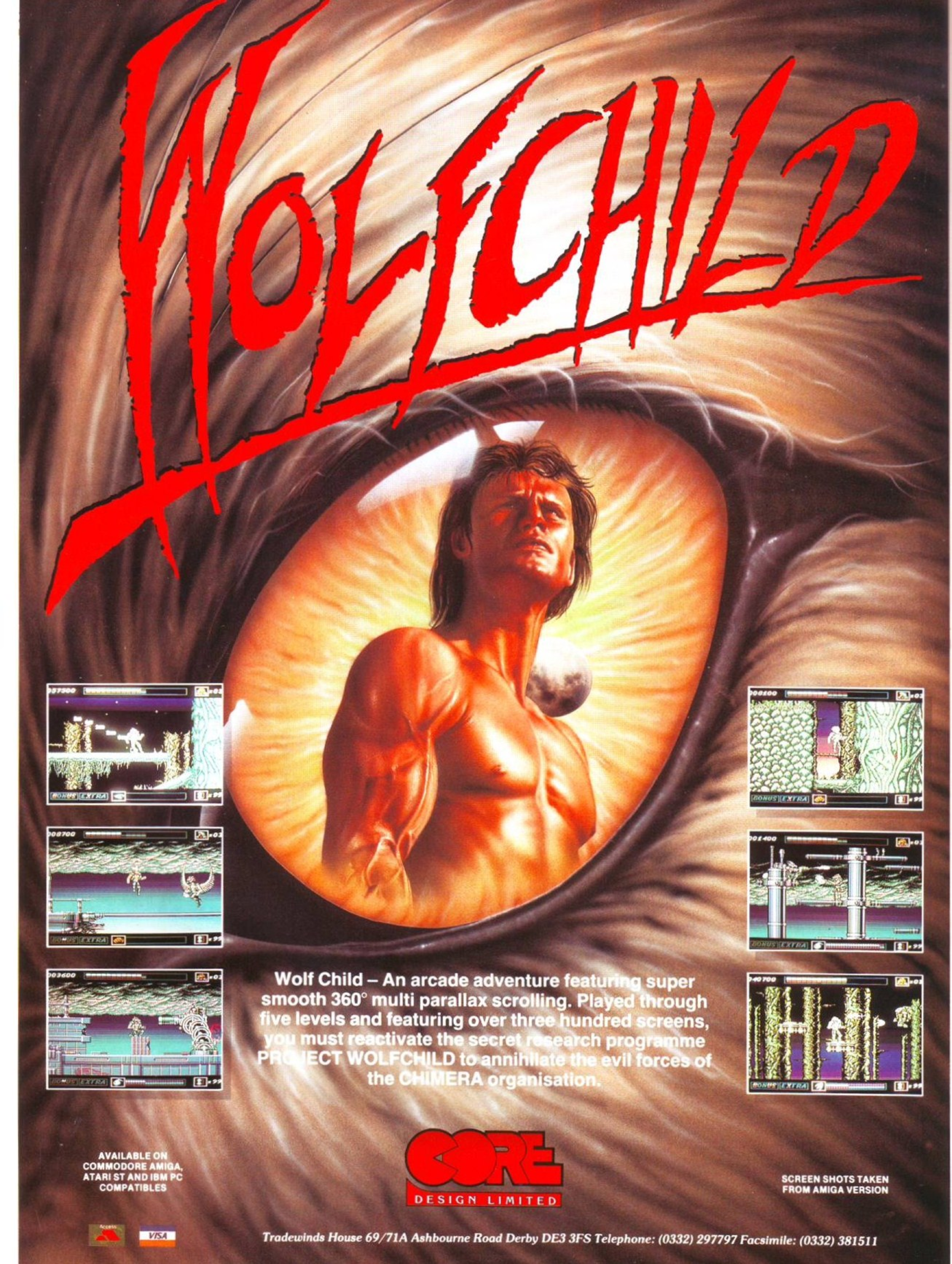


A Humanoid and a DNA strand have been dumped onto a Fathership. So that's one rescue completed and a weapon in the labs under construction. That should make the battle a little easier in future.

Amnios
Psygnosis ■ £25.99

- Gruesome graphics with plenty of colour give the game a suitably 'eeeurgh' look.
- The dodgy control makes flying the missions incredibly frustrating at times.
- All the levels are remarkably similar, and doesn't encourage you on to keep playing to the higher stages.
- The strategy elements are overpowered by the difficult and rather irritating shoot-em-up elements.
- A nice idea which hasn't been implemented to its full potential... at all.

Verdict 61%


WOLFCHILD
Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.
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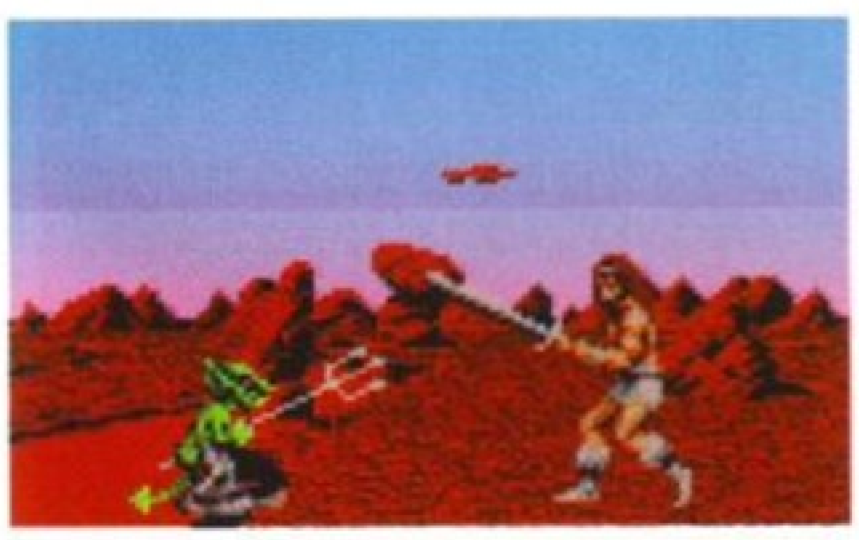
Carry on Slaughtering should be the sub-title for *Deathbringer*. It's a camped up, sword-wielding, monster-slaying romp with Karn the Barbie and his magic sword Abaddon. It's awash with swish parallax and evil end-of-level baddies, it's a Michael Moorcock adventure that's just made for Children's BBC: good clean fun with weird overtones. A mixed bag of ideas and images it maybe, but there's potential here for one of the best hack and slashers of the season.

Deathbringer has echoes of the Elric tales, as told by the Hawkwind novelist Michael Moorcock. These darker fantasy elements of soul stealing have been taken firmly by the wit and made fun. The game stars Karn, a barbarian of little brain but a great reputation, and his soul-stealing sword, Abaddon. Together they form a pokey tag team – most of the time.

Karn is a run-of-the-mill, loincloth-wearing barbarian with a standard energy limit that's whittled down by enemy attacks. Abaddon is another kettle of worms altogether.

Abaddon was a demon wizard and he has now turned himself into a blade to steal souls. The sword has retained the intelligence and bad habits of the original Abby. So when Karn uses Abby to kill someone, the sword gets to keep the soul. If the sword is filled to overflowing then he gives Karn the extra souls back as fresh life energy.

This relationship works fine when there are plenty of victims, but if Abby starts to hunger for a soul food-snack, and Karn can't top someone then the sword will start to steal Karn's life power. If the sword gets empty, then it just ups the hilt and impales the barbarian. Not that the lack of soul input is always Karn's fault – undead foes for instance have no soul to steal – and that's where the game lies. Keeping Abby happy and Karn alive.



Curious creatures abound in the weird world of Deathbringer. They all have to be slain regardless of how silly they look.

To win, Karn must find the Inner Sanctum of the Society for Creative Armageddon. The road there is a twisted and convoluted one that leads through fire, ice, earth and dungeon levels. Karn must proceed, fighting anyone in sight and then trouncing the guardians at the end of each level.

Guardians live at both ends of each road because *Deathbringer* introduces a wonderfully weird interconnecting map system. Karn enters each new level somewhere near the centre and therefore has a choice as to which way he goes. There's no right way, just longer and shorter routes, just as there are easier and tougher ones. Each different style of level and each specific level itself, has its own mix of combat intensity and distance to travel.

Combined, the map system, need for souls and avoiding combat damage sets the game's tension. Maintaining a health and soul balance is difficult but essential if you want to see Karn get shot of his sword as well as the wizards at the end of this trial.

End of level guys are Deathbringer's speciality. They come in many flavours, but the giants are some of the hardest to kill. The trick is finding the right place to stand while hacking them limb from limb, an act made all the more difficult by the remote feel of the joystick control. They are still well killable though, regardless of the handicaps.



Deathbringer



Karn the Barbarian introduces an ogre to his magic sword: Abaddon. The sword steals souls and demands plenty of kills - or it turns on its master and kills Karn. Now that's what's known as an offensive weapon.

Scary monsters?

All the dark trappings used to manufacture the plot are neatly ridiculed by the graphics. The action takes place over a smooth parallax background while silly monsters attack in daft ways. At the end of each level well drawn big guys prove that looks can kill by being as deadly as they are pretty. While Karn himself runs in a high knee, camped-up fashion – Conan he is not! *Deathbringer* uses sword and sorcery elements to create plot but it doesn't have its gameplay terms dictated by them.

The slickness of the graphics – particularly the smart tiled parallax – do have the unfortunate effect of bringing the game's weakest element into sharp focus. Karn, you see, is an uncontrollable lout. He does what you tell him, eventually, but never immediately. There's a minute delay between the joystick initiation of an action and its enaction on screen. A running Karn has to be stopped a step early for combat, sword strokes in battle have to be anticipated and cannot be reaction based. The time lag is tolerable, and predictable, so it can be built into your game plan. But when the going gets tough it annoys, as the early promise is squandered.

This dragon's a wimp. Just duck underneath his fiery breath and then pop up to cleave him in the head. Or that's the theory !



Light relief

Deathbringer is fun as it brings a much needed lighter tone to the hack-and-slash genre – which generally takes itself far too seriously. Graphically, it does the business and the parallax is good enough to be worth mentioning three times in one review. As a game though, the lag between joystick movement and on-screen action takes it out of the major league. *Deathbringer* revives a flagging genre, its no classic but the clever balance between sword and warrior, all mixed-up in the weird maps make it worth a hack.

Trenton Webb

Deathbringer
Empire ■ £25.99

- Sweet parallax effects give it grace.
- Good gameplay balance between soul stealing sword and a very mortal warrior.
- Innovative mapping system is hard to get your head around but is worth exploring.
- Time lag between 'stick commands and sprite reaction makes life tough.
- A novel visit to a sword and sorcery land, one with humour!

Verdict 71%



Finish this monkey off and it's on to level two for more of (practically) the same. He's not that tough really, nothing that a few well-aimed cannon balls won't sort out.

Under Pressure

BIG sprites, that's what you will find here. Unfortunately, not much more can be said about them though. The bad guys have captured your gorgeous galactic gal (coo!) and to make matters worse, have imprisoned you in an ED-209-style robo-suit. And what a robo-suit it is.

It resembles a rather disastrous cross between Max Wall and Wayne Sleep, and it is now your sorry lot to plod, leap and *pas de deux* your way through three levels of baddie-infested wasteland in search of your gal. You have to pick up different weapons, learn how to beat the bosses and try and blast your way through 57 varieties (well, almost) of extra-terrestrial hard nuts.

The dance goes on...

The action is the standard left-to-right platform scroller, with occasional route deviations in the form of (semi-irrelevant) lifts and (completely irrelevant) teleports. Sometimes you walk up hills, and other times you have to bunny-hop down steps. But there's no chance of you losing your way – everything you need to find is scrolled block-by-block into your monotonous path. Doors open and shut, bridges give way under metallic size twelves



Now you're cooking – let's hear it for a ripple laser! Just one of the power-ups at your disposal, but should you have saved just another four shells and got yourself something even better?

and laser beams sizzle unconvincingly across your path. There's *almost* enough to provide a challenge if only it weren't all so painfully slow (BIG sprites, remember) and if it weren't for the fact that it's possible to complete the lion's share of stage one with your thumb glued to the fire-button, your joystick stuck 'right' and your eyes firmly shut.

As you destroy the bad guys, they release shells (the sea variety). Scattered along the bottom of the screen you'll find a whole Argos catalogue of weapons, and in this game – seashells mean power-ups. Every shell you collect gets put towards your next power-up. If you can collect an extra four then you are allowed to claim a better weapon. If you're after a smart bomb for example, simply wait until you've the requisite number of shells, then press fire and crouch. Your eyes go red and you're all tooled up. Next time you press the fire-button, a smart bomb decimates all around you. Just like that.

...and on, and on, and on

The baddies appear in various guises, each one is particularly vulnerable to a particular weapon. Learning which weapon corresponds to which Achilles' heel is not always enough though, often you have too many or not enough shells at your disposal at the relevant moment. But then again you can always opt to spend your shells on extra energy after a really hard-fought skirmish. The graphics on the whole could really have been quite good, but sadly there are a couple of glaring glitches that just ooze laziness.

While going up and down in the lift, there's no sign of movement (both background and foreground stay rooted to the spot) until all of a sudden the floor appears. The same occurs while falling to your doom. Also, the scrolling while jumping is all too often disconcertingly haphazard. But the real problem is the game's pace – it's just all too slow.

The whole business of rescuing girlfriends out of the evil clutches of should be fraught with tension and excitement. But both the comical animation of your hero and the hiss-whirr-clunk sound effects leave you worrying more about rusting to an undignified halt, than of the glorious liberation of your loved one.

Really and truly, *Under Pressure* is a bit tedious, monotonous and just a little bit unconvincing. It is a game that can only come unreservedly recommended as an ideal Xmas gift for practical jokers.

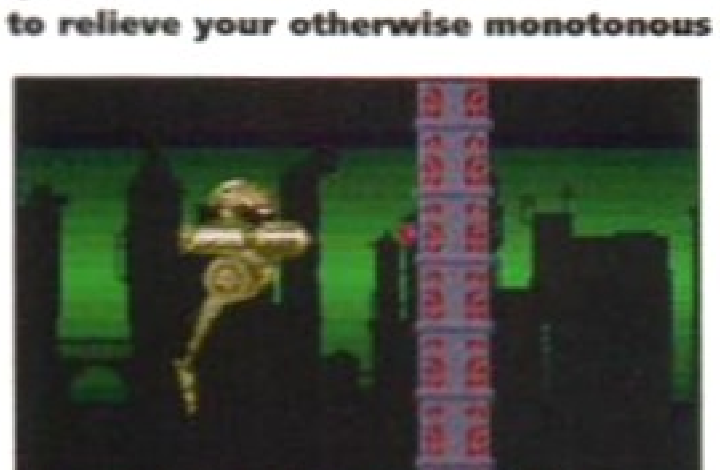
Neil West

PLANES, TRAINS AND AUTOMOBILES

Well, bridges, lifts and teleports actually. Your robo-suited character is ushered around the levels in a set route, with token novelty gestures thrown in to relieve your otherwise monotonous trudge from left to right.



Just keep walking and shooting. Don't worry about the collapsing bridge, you've got plenty of time. And the stationary, practically unarmed and to-all-intents-and-purposes feeble dragon will be dead long before you reach it.



Just look at those pointy toes! Wayne Sleep would be proud of you. Shoot out that light bulb and the lift platform (below you) is kicked into life. You have to jump on it a bit to get the lift working, but like all machines, thumping does the trick.



Crouch down in the teleport and you're off. A whole load of bubbles appear and you're whizzed to your next destination. Serves no purpose and adds nothing to the game. It pays to take them to save the shoe leather – or at least shoe metal!

Under Pressure
Electronic Zoo ■ £24.99

- BIIIIG sprites. They really are quite large.
- But this slows the pace right down to a sleep-inducing crawl.
- Uninventive game design really doesn't help relieve the snail-like pace.
- No restart points, frustratingly putting you back to the start of each level every time that a life is lost.
- The flaws in the graphics irreparably undermine any credibility that the game may otherwise have deserved.

Amiga Format Verdict 45%


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No fight history, no run-down of each fighter's strengths and weaknesses – not even each fighter's individual statistics. The different boxers are to all intent and purposes merely anonymous lumps of muscle.



The ref stands back, a bell rings and it's seconds away, round one. You can alter the number and the length of rounds, we've gone for a quick three one-minute round match. Our man Demon Dave (the bald one on the right) gets straight in with a jab. And then another, and another, and another...

Final Blow

So you wanna be a boxer? Well now Storm offer you the chance to be a contender. Start at the bottom of the world rankings, take on all comers and take a shot at the championship. The only element of the fighter's story missing is the appearance as the dame in a low-budget pantomime after everything's gone horribly wrong.

But that's just the fate of no-hopers. You, my budding hero, have a whole glistening

Graphics are big and the sound effects are particularly gruesome – but that's your lot.

career in front of you. There's no-one's going to catch you in an oversize pinafore, false eyelashes and a pair of comedy breasts – you can do aftershave adverts instead.

There are two modes of play; knockout and league. Knockout merely pits you against a random selection of opponents - just keep on pummelling different fighters until sooner or later you get pummelled yourself. There's a certain amount of challenge to be found in seeing how many fights you can go without a loss, but basically this just prepares you for the real championship – the nine-week league.

There are ten fighters of differing shapes and sizes (actually that's a lie –they're all built like tower-blocks. But they do have different haircuts) and you can pick any one of them to be your young hopeful. It's now your unenviable job, in your newly acquired bulging-body, to take on a new opponent once a week. Win, lose or draw – it's then on to week two (and so on) until by the ninth week you've fought all the other sluggers.

Earn three points for a victory, one point for a draw and leave empty handed if you end up as canvas fodder. The league table is updated each week and your stats are displayed for all to see. As time progresses, it quickly becomes apparent that some of the guys out there are better than others. Some weeks you take on nancies, some weeks you take on wimps – yes, they're all ridiculously easy to beat, but more of that later.

Either way, the bout unfolds the same way each fight. Click your joystick to tell Cecil (well, what do you call your Amiga?) that you've had enough of the statistics sheet thank you very much, and that yes – you're simply itching to get on with it. A whirr-clunk from your disk drive tells you that your next pixillated victim is entering the stadium, the fight-screen scrolls down, revealing two bulging fighters and the ref. Both ugly lumps of pulsating manhood punch the air, the ref stands back and it's seconds away…

Now the fun starts. There are two methods of fighting, and a survey of various people around the office came to the unanimous conclusion that one of these methods is distinctly more likely to prove successful than the other. But in true fight-night style, before announcing the winner let's introduce the contestants. Over to our ringside host, Larry:

In the red corner, Method One...

"Thank you, and good evening fight-fans. Straight into the ring we have the 'Diligently learning and implementing all the moves, keeping your guard up when necessary and a

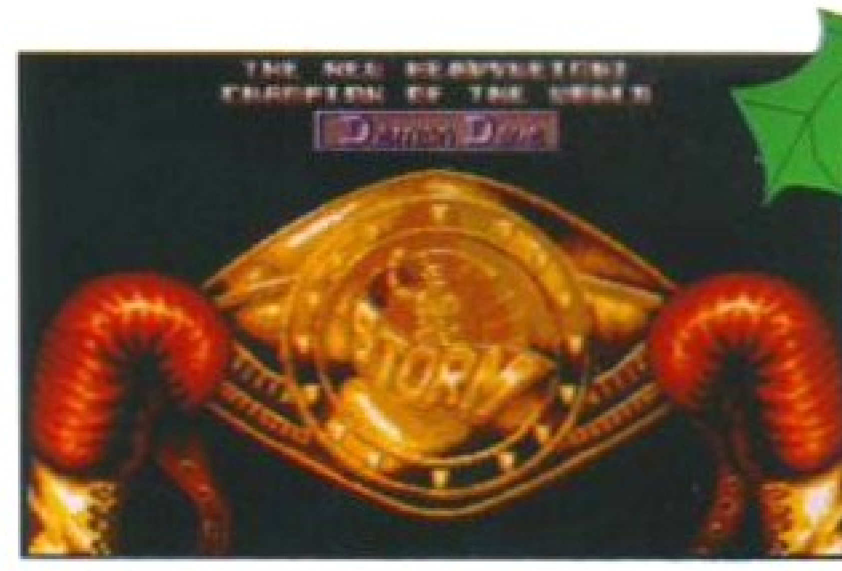




As the league progresses, some fighters fare better than others. A quick look at the stats should in theory tell you how tough your next fight will be. On the left here it's week one of the league and all the boxers are level pegging. But as you can see from above, after six weeks, Demon Dave (hurrah!) and Cool Shaun (booo!) are heading the field. Only three more weeks to go...



Just look at the ref! "Give me sunshine!... etc". He's not really doing a quick hot-shoe-shuffle, but whatever it was it was enough to put off old Demon Dave – he's taken one right on the chin. But it wasn't enough to stop our man. A few more well-placed jabs and it's match over – an easy win to player one.



The champion's belt is now yours to mix-n-match with whatever else you may have in the wardrobe. Is there now a new tougher challenge? Unfortunately not. The game re-starts itself and it's back to square one.

A boxer's life isn't all box, box, box. Well it is in Storm's arcade conversion, and it manages to make even the weediest of our reviewers look muscular. The last blow could be the final straw.

lot of fancy footwork ' method. With all of the five different punches mastered: the upper cut; the swing punch; low and high long punches and a lean-back jab at his disposal, this boy (who has become known as 'Technical Excellence') has got to be the hot favourite.

He can raise his guard or lower it, he can duck and even jump – as well as shuffling backwards and forwards as professionally as I've ever seen it done. He can read his opponent's moves and react to them. When his opponent aims high, his guard can cover it. When his opponent slips up, then Technical Excellence has the weaponry to get in there and really hit him hard. Surely he can't fail."

...and in the blue corner, Method Two!

"Well, Technical Excellence would seem to have this match sewn up before his opponent's even entered the ring. But here his opponent comes – unconcerned and looking decidedly confident – and what a strange looking chap he is! He's going under the name of the 'Putting your joystick on auto-fire and making a cup of tea or reading a book or something' method. Quite remarkable."

And the winner?

OK, so no prizes for guessing the winner of this bout. Yes, your good old faithful auto-fire button will safely see you through all nine fights to collecting the World Championship crown. Yes, we're serious – but are Storm? How can such a simple game (there are no skill factors, training sessions, management decisions, choices of opponent or player development) afford to be so remarkably easy?

The answer is, it can't. Final Blow is fundamentally flawed from the outset. Any game that can be finished on the first attempt in such a ridiculous fashion (the cup of tea bit wasn't a joke) doesn't deserve to be put within 100 miles of your Amiga. OK, so you could try the 'Technical Excellence' approach. But the animation is so haphazard and jerky any attempt to fight a skillful bout inevitably ends in failure, and soon degenerates back to a pummelling-the-fire-button-through-the-floor approach. There's no reward for thoughtful play, due largely to the fact that your opponent refuses to stand still long enough for you to hit him. The action is brawlish, frantic and ultimately frustrating.

This also scuppers what could have been the game's one saving grace – the two-player option. With so little skill involved and certain victory just an incy-wincy auto-fire switch away, there's no way that even the most ardent of boxing fans will enjoy this for long.

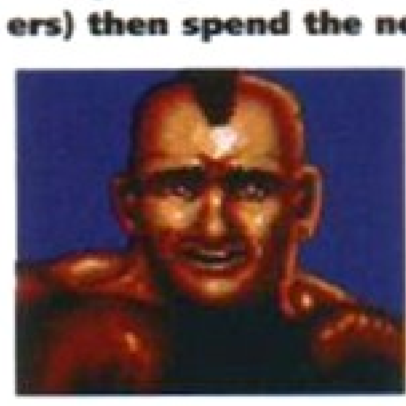
Final Blow seems doomed as a project. A while ago it was released for the Sega Mega Drive. It's only claim-to-fame then was as perhaps the worst-timed licensed product ever. The name *James 'Buster' Douglas Boxing* (presumably a licence signed after he somehow managed to beat Mike Tyson) was a whacking 200lb albatross by the time the game actually reached the shops. The Amiga version repairs none of this damage.

The graphics are big and colourful and the sound effects are particularly gruesome – but that's your lot. Jerky (hence reading your opponent's moves becomes impossible) animation, zero depth and flawed gameplay. It could have been a contender, but is stopped in the first round by a technical knockout. Anyone fancy some aftershave?

Neil West

TEN GOOD REASONS WHY NOT TO TAKE UP BOXING

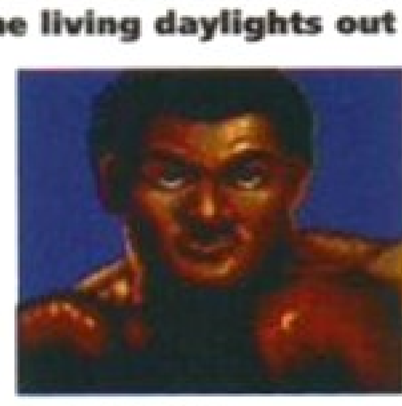
The good, the bad, the ugly and more besides. Chose to play any one of these 10 chaps (some are better than others) then spend the next nine weeks beating the living daylights out of all the others. Complicated game, boxing.



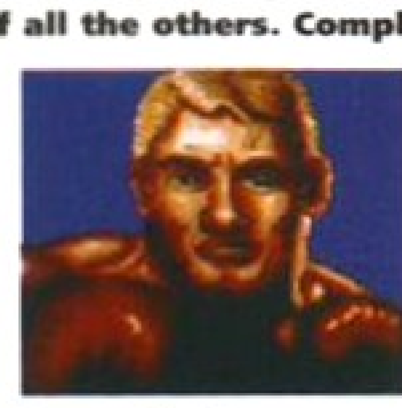
Cool Shaun



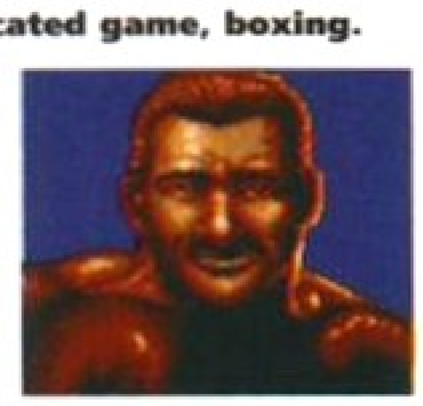
Demon Dave



Detroit Kid



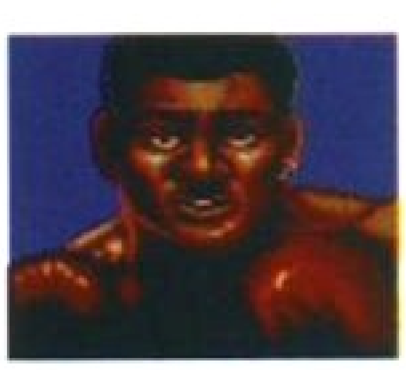
Dynamite Joe



Fernando Gomez



Kid Steve



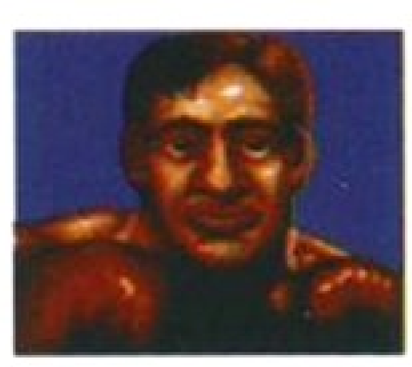
Killer Ken



Kim Nang



King Jason



Krusha Kev

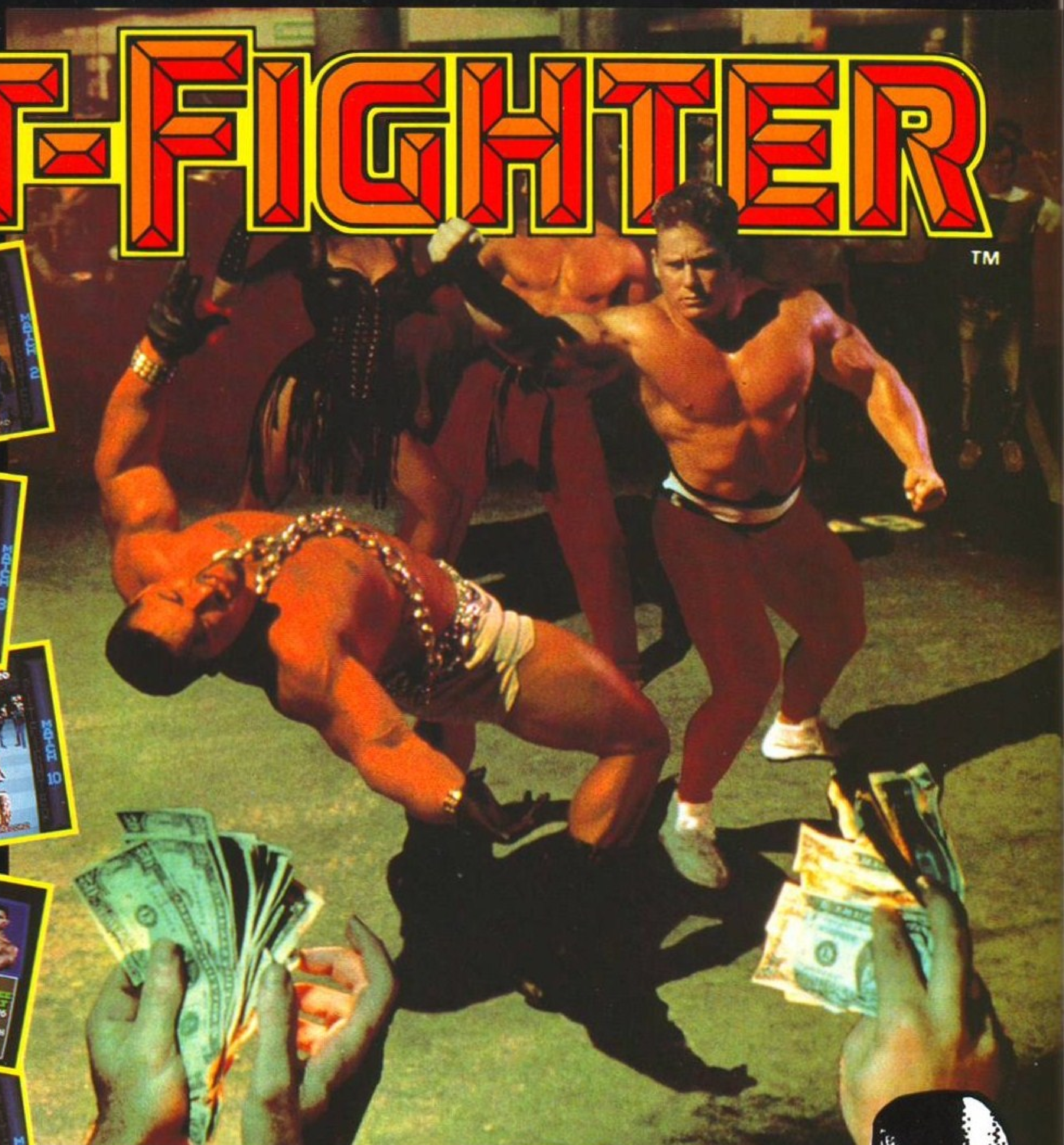
Final Blow
Storm ■ £25.99

- All gloss, no game. Another good reason to keep arcade games in the arcade.
- Flawed gameplay makes any attempt to introduce a modicum of skill to the proceedings simply impossible.
- Jerky animation lets down the otherwise respectable graphics.
- Can be finished on the first attempt with your eyes closed!

Amiga Format Verdict 43%

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Birds Of Prey

What would happen if they started a war and nobody came? Well with *Birds Of Prey* you could do it all yourself. Because this game incorporates a large modern air war scenario with 40 types of aircraft taking part. And you can fly them all. So if you're a fan of modern military flying machines, you might just be in heaven.

When you've loaded the game and set up your saveable pilot, you're presented with 12 major mission types. It's assumed that a major war has started between forces using Western technology and those with Russian kit. You can play either side in this conflict and choose the mission type you want (air interception, for example) and then you simply select an aircraft for your mission.

There's a fair old choice, but the computer won't let you use something ill-suited to the job. Try using a Hercules to intercept some MiG 25s and your Amiga will laugh at you. It's better go for an F16, F15, Tornado. Anything of that ilk. Next you've got to arm it.

Tumult in the clouds

Choosing your weapons is both detailed and easy. Point and click on the most destructive and you get to see the map. The playing area is a series of islands with the odd mountain and river chucked in. Bases, SAM sites and tactical buildings litter the war zone, and there are even carriers floating offshore.

Choose a base and the mission can begin. You always start off in a hangar, and once the door opens, you taxi out to the runway. If you're in a hurry (for an interception) you can hit full power while you're still in their this lets you hit the runway while doing about 150 knots. Once you are in the air, you can select various radar modes to give you air-to-air capability, navigation or bomb-aiming (once more, this depend on your mission).

The cockpit display takes up about two-thirds of the screen, with a familiar HUD on the top. This really contains all the info that you need (speed, height and so on), but to the right of the display is a large bank of dials which give you much the same information. This display remains the same whichever aircraft you're flying.

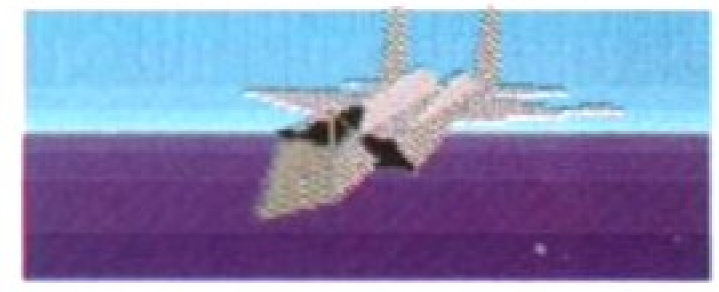
Hitting the W key removes the cockpit altogether, leaving you with full screen graphics and an enlarged HUD. It's possible to conduct most of an operation in this mode, and it looks so much better, especially when viewing the plane in outside mode.

When you view your own aircraft, it's simply superimposed in front of you. The HUD (and cockpit display) remain, but the plane appears in front. If you try a side view the controls still remain in view. This makes for some spectacular views, especially in full screen display mode, but it's impossible to fly the plane accurately whilst watching it.

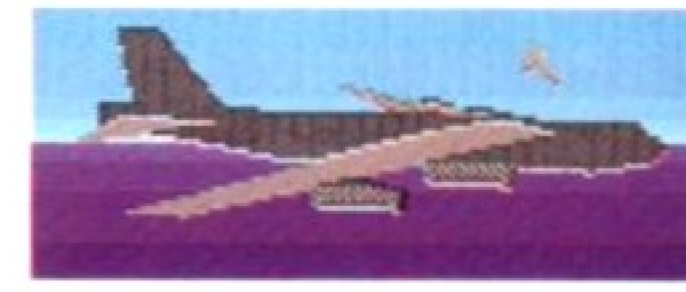
AIR INTERCEPTION
If you're using carriers, the Harrier (pictured here), or the Tomcat, Phantom or Hornet can be used.

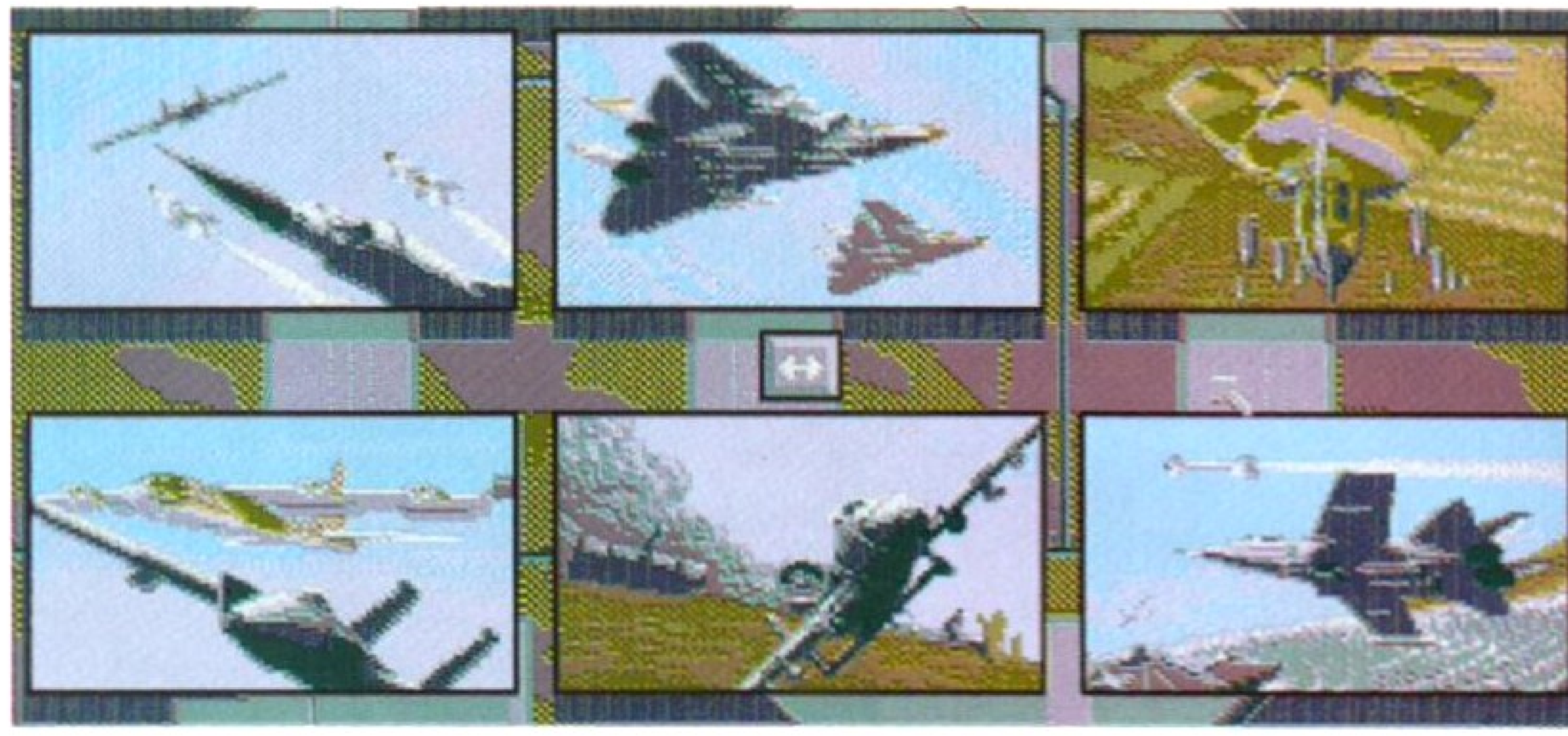


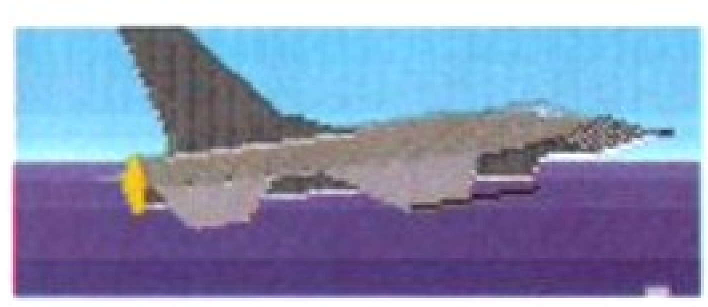
AIR SUPREMACY
In the fight for the skies, the Eagle is king. But the Russian MiG 29 comes pretty close.



LONG RANGE BOMBING
The plane that reshaped Vietnam, the B52, makes a guest appearance in this role.



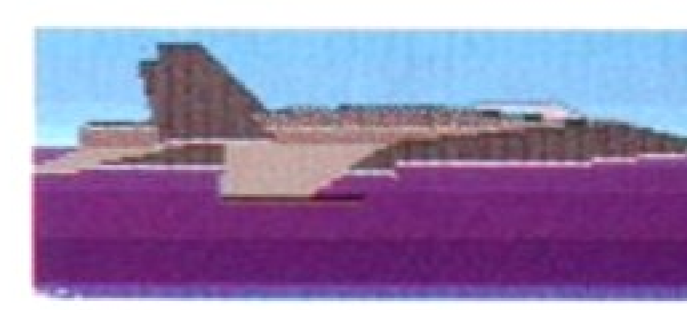




BOMBER ESCORT
Why not go for the F16? It's nippy, powerful and has a nice selection of delicious, ready-to-fire weaponry.



CLOSE SUPPORT/GROUND ATTACK
The A10 more than proved itself in the Gulf Conflict, so why not take a Warthog for a spin?



BORDER/SEA PATROL
Maritime ops require a carrier aircraft. The F14 will do, but the F18 fly-by-wire multi-role is even better.

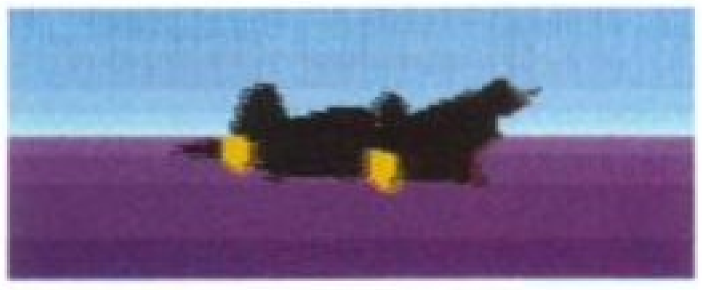


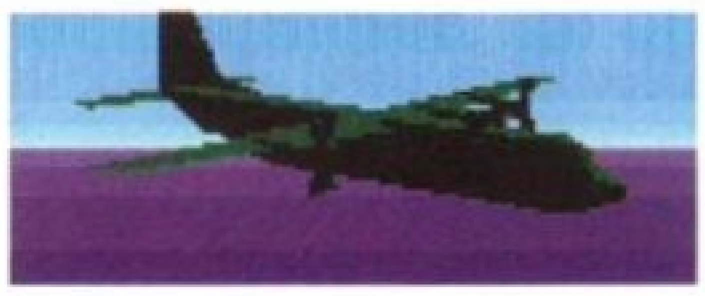
The mighty Blackbird swoops down for a look at some glittering, expensive-looking metal on the ground. Its normal mission keeps it at about 70,000 feet at Mach 3, though. Low level, it handles like a real pig (and is easy meat for any marauding SAMs or enemy fighters). In fact, it's madness to go low level in the SR71. Get back up there at once!

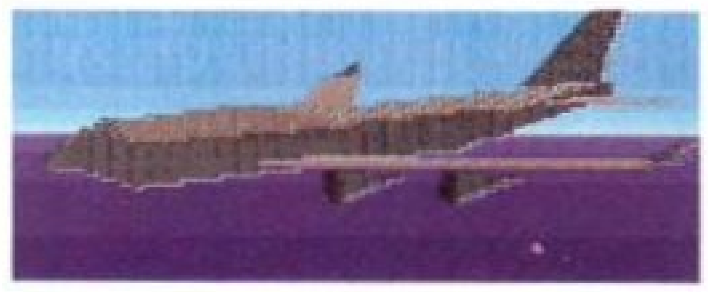
RECONNAISSANCE
Still the meanest-looking jet around, the SR71 flies over your neighbour's greenhouse at Mach 3.

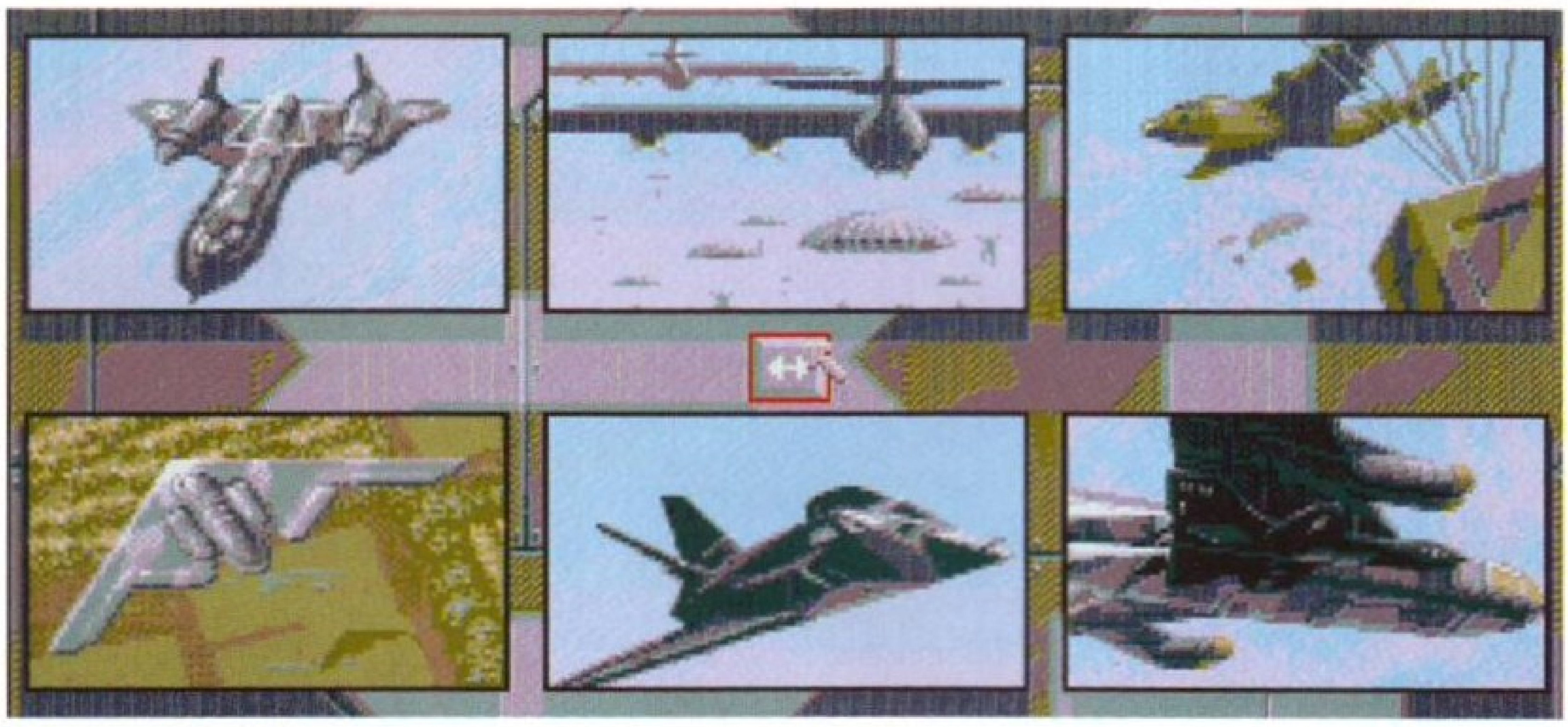
TROOP DROP
The Hercules is perfect for this, being rugged, slow and big. It's also pretty manoeuvrable, too.

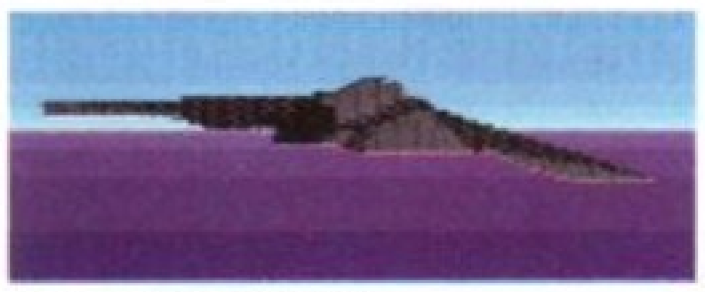
SUPPLY DROP
Not the choice of the current military, but why not take a Boeing 747-400 over enemy territory?



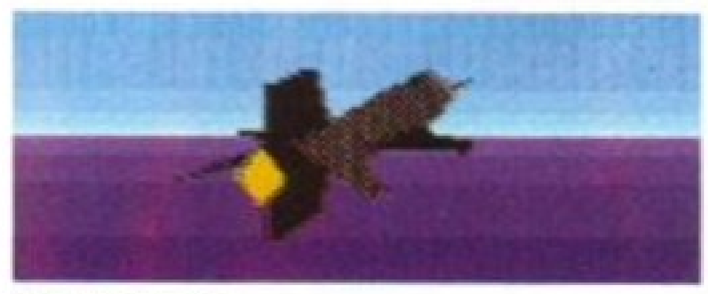










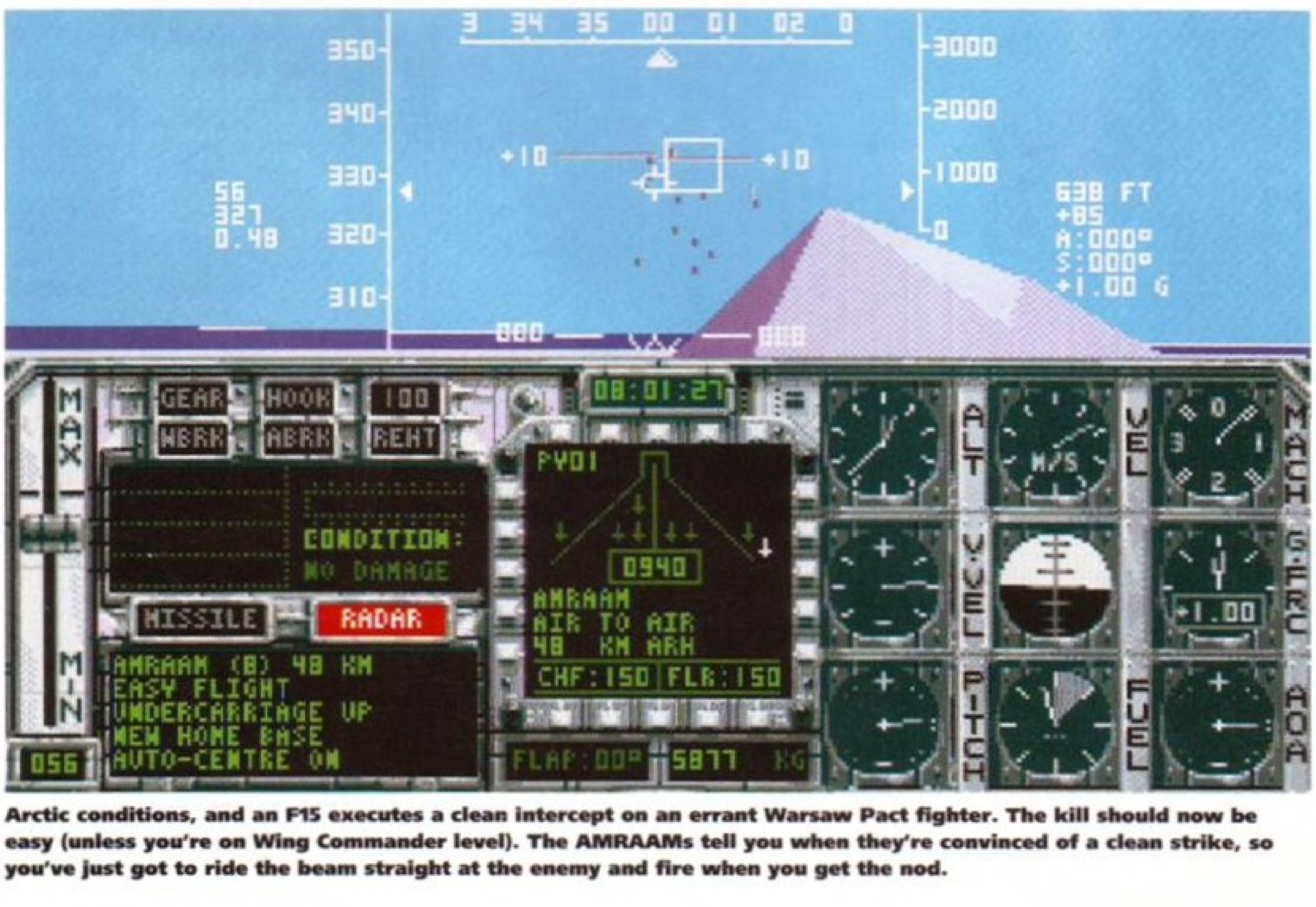


STEALTH BOMBING
Only one choice here – the B2. Used in the Gulf, they'll never even know it's out there.

STEALTH RECCE
The F117 is the prime candidate here, looking like it's been designed by a hyperactive child.

TEST PILOT
Fed up with war? Get away from it all with a Bell X15. It'll outclimb the SR 71, nearly into low orbit.

Why buy one sim when you can buy 40 for the same price? Electronic Arts have produced a game which gives you the entire NATO airforce to play with, and the pick of the Warsaw Pact as well. But is it 40 times as good as the best of the rest?



Arctic conditions, and an F15 executes a clean intercept on an errant Warsaw Pact fighter. The kill should now be easy (unless you're on Wing Commander level). The AMRAAMs tell you when they're convinced of a clean strike, so you've just got to ride the beam straight at the enemy and fire when you get the nod.

The not-so-few

The key to *Birds Of Prey* is its massive flexibility. There are hundreds of mission/aircraft combinations, and although you only ever see one cockpit display, you can certainly make out the difference between the planes. The selection offered is so wide that one mission might see you flying a Harrier from the deck of HMS Invincible, and the next ferrying in 500 troops in a Boeing 747-400.

The flight characteristics of the planes' differ so much that it's fun to swap between them during the game. You can also try out aircraft in missions that they weren't designed for (within reason. You can't put your SR71 Blackbird down on the deck of a carrier).

As you play the campaign, your actions affect what the enemy are up to. If you manage to A10 his airfields, he'll withdraw to the edge of the map. Send a Stealth reconnaissance flight over to get a Polaroid of him licking his wounds, then send in a Hercules full of troops to finish him off. Any stragglers can be massively bombed by a nice B52 mission. And you can fly all of these.

It's certainly taking flight sims into areas they've never been before. Luckily the actual flying details have been kept fairly simple. To navigate to your target you simply follow an arrow at the top of the HUD. Your radar will pick up any enemy activity in plenty of time, and it's up to you to take the appropriate action. What you should do depends on the plane you're piloting, of course.

Can you leave the landing light on, mummy?

Storing the details of the 40 aircraft has taken such a large amount of memory that ground detail is noticeably less impressive than in *MiG-29 Superfulcrum* or *F15II*. There are bases, fields, coastlines, hills and targets. These are all acceptable, though. (There's a particularly pretty snow-capped peak!)

The air-to-air views are good, but such is the nature of modern air warfare that you don't often get the chance to see the enemy. First it's a dot on a radar screen; then a dot in the sky and then it's a target. Hopefully by then, with any luck, it's dead meat. Trying to get close in to have a look sometimes yields excellent views of the opposition, but you'll have to dodge salvoes of missiles to do it. It's in this environment that planes like the F16 or Tomcat come into their own.

Flying the planes in *Birds Of Prey* requires a fair bit of practice. In the centre of the HUD is a lozenge-shape which indicates the position of the imaginary control column. It's a bit unnecessary because when your joystick is centred, you'd expect the plane's joystick to be centred as well. It's been like that for centuries in flight-sims, and the added realism that a lozenge gives isn't really worth it. Until you get used to it, the plane (which ever one you're flying) wallows around, fishtailing its way towards the highly amused enemy. The key is only to use small movements of the joystick.

Apart from this, the flying is straightforward. if you don't fuss with the controls, the

Continued overleaf



Outside view (with the HUD still enabled it is cluttered, but you can still see this is an A10. To the right is the target SAM site, still with its designation box lit for the Mavericks.

planes go in the direction you point them. You can select weapons by cycling through your payload, with the fire-button on the joystick operating missiles and the gun (whichever one you have selected).

It's also very easy to get yourself into a spin too. If you leave what the experts call 'the flight envelope' by for example stalling at a low or high speed, your aircraft will tumble groundwards at a frightening speed. You have to do this a few times to get the hang of recovery, but if you're quick you can click the mouse to pause the game and give you option menus. Select 'Easy Flight' and you'll bounce of the ground harmlessly.

Fight and flight

Birds Of Prey is a sim for the enthusiast. There's a large and comprehensive manual supplied, but if you already know the difference between the B1, the B2 and the B52 it would make things much easier.

Although the cockpit display doesn't change, certain procedures depend on the type of mission you're on and the type of plane you're in. Fighters (F15, F16, Tornado and so on) simply require that you switch on your radar and hunt for the enemy. You don't have to worry about ground targets (unless they're firing surface-to-air missiles at you) and you just need to concentrate on the other fighters as the range between you closes. Before each mission it's possible to specify wingmen. You can have up to three other planes (the same type as yours) who follow you into combat. If you don't open fire, they will, and on Easy level your formation will be firing ripples of AMRAAMS and Sidewinders in the enemy's direction. It's a bit disappointing if you don't get a kill and they do, but at least you'll have survived and, as leader, you will get the credit for it in the comprehensive debrief afterwards.

You don't see these wingmen (which is a pity) but they're programmed to follow you wherever you go. So if you run for home they'll accompany you.

Bombing in the B1 or B52 requires you to line up so that you fly over the target at the height required by your payload. Then you switch to the bomb-aiming sight and watch the target drift through the cross-hairs. It's tough but very satisfying when you get it right.

When attacking at ground level (in the A10, F15E or B2 Stealth bomber) you fire guided air-to-surface missiles such as the Paveway and Maverick. The target acquisition is similar to that of the fighters, but it's only concerned with things on the ground. If you get close enough with the A10 you can open up with its mighty 30mm Gatling gun. This makes quite a mess if you aim it right.

Nor law nor duty bade me fight

There is so much in *Birds Of Prey* that the flight-sim fan could disappear for weeks. The campaign scenario works well, the background detail is very strong and the variety of planes is, of course impressive in the extreme.

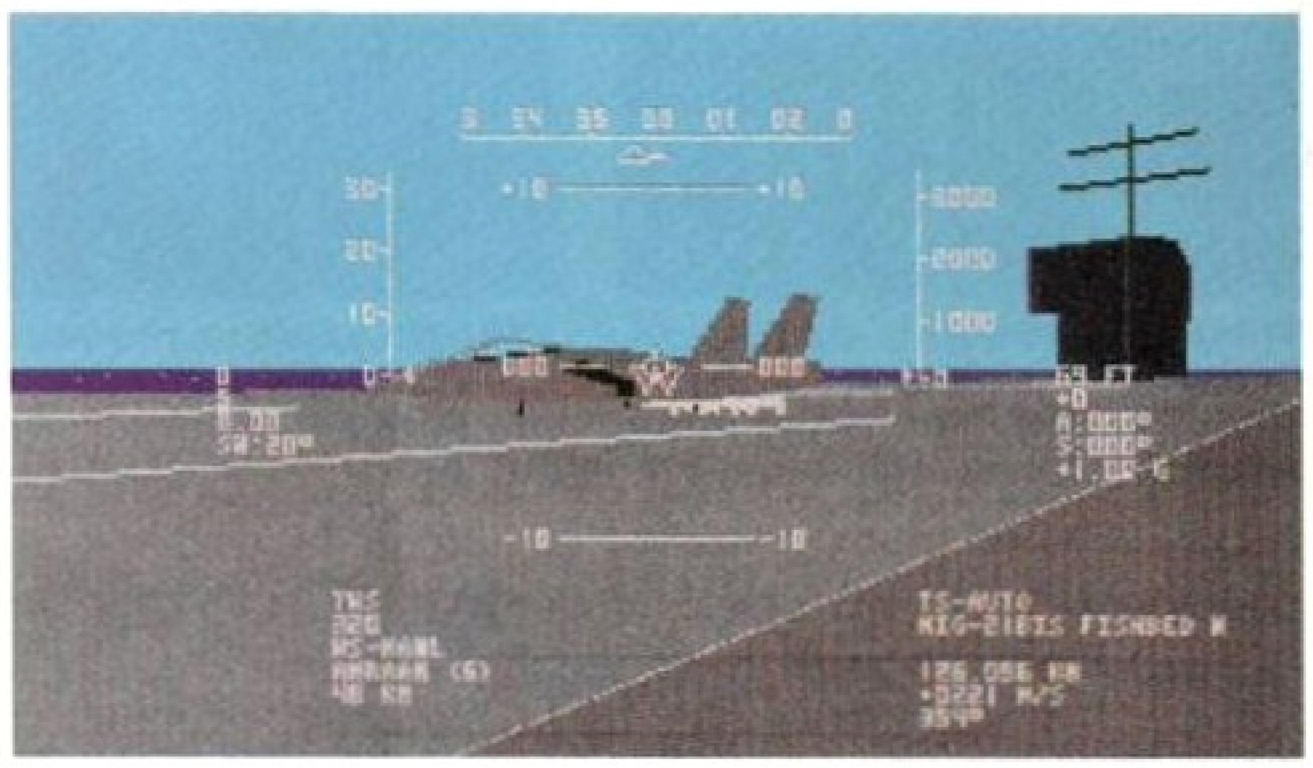
Graphics are strong, especially the planes themselves, and the levels are set so that both beginners and hardened pilots can have fun.

Letting it down is the frame rate. The graphics aren't smooth enough and there is an annoying jerkiness. It might be understandable, but it isn't forgivable. The lozenge control system would work so much better if

There is so much in Birds Of Prey that the flight sim-fan could disappear for weeks.

the update rate was better. As it is, they combine to be irritating at the moments when you need to be clear-headed and quick.

It's this factor which stops *Birds Of Prey* getting a Format Gold. In every other respect it deserves one. Being able to fly 40 aircraft in a combat sim is no mean feat, and the war-game plot is strong enough to carry it off. But the flyability is the weakest point. Only a third of a screen is dedicated to outside views and the



A Tomcat crouches on the Nimitz. Using the carriers is easy enough, and once you're launched the missions are pretty much similar to the ground-based ones.

rest of the screen being filled with unnecessary dials isn't too hot.

Oh, and a head-to-head link with another player's Amiga, flying whatever plane he chooses would have been excellent. Still, *Birds Of Prey* is a massive attempt to produce *the* flight-sim. It nearly gets there, but the flying isn't quite slick enough.

James Leach



The Tomcat blasts a missile at the enemy. If you've got wingmen, they'll often loose a whole payload, ensuring the fate of the hapless opposition. Of all the carrier-borne aircraft, the Tomcat is still the best, especially in its newest variant. EA have certainly done their homework, and the technical accuracy of Birds Of Prey can't be faulted.

Birds Of Prey
Electronic Arts ■ £34.99

- 40 planes all in one game is a more than you will ever need.
- Each plane is different enough to make you want to experience them all.
- Graphics and sound are up to standard, but are not exceptional.
- The campaign works well and makes a big sim into a big game.
- But it's jerky and quirky to fly. Practice helps, but doesn't overcome the problem.

AMIGA FORMAT Verdict **88%**


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Another in the long line of award winning classics from the System 3 stable, Myth brings the magical mysteries of historic, demonic gods into the very heart of your home.
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Brilliant character animations have you jumping and slaying your way through a true award winning classic. Having scooped all the major awards on the smaller home computers, Myth looks set to emulate that success on the Amiga and Atari ST.

"If you look up at this section of the building here, you will be able to see the delicate carvings of the overhanging ledges on each tower. These details give us the feel of the absolute patience and visionary scale of the architect's work. Now... wait a minute, where did that gigantic orange brick come from. Where's the church? Oh dear..."

The art world has always been an inspiration to many people; from the moving appeal of paintings to the awesome spectacle of extravagant architecture. One of the world's most influential artists is Pablo Picasso. His famous Cubist work has long been regarded as some of the finest abstract painting in history. Unfortunately, not everyone is inspired by his work in the same way.

Dr Devious, the famous abstract scientist, has been an admirer of Picasso for many years, his pride and joy was a cubist painting by the great artist which hangs in his laboratory. However his love for this style of art soon

After a set number of stages, JJ Maverick has to face the evil Dr Devious himself. Watch out for the chair though, since it drops a cluster of bombs which bounce towards the plucky hero. But is everything as it seems? I rather think not...



Devious Designs



Deep in an Egyptian crypt, JJ has to reform an ancient sarcophagus. Time is tight though, and JJ has to shift those two blocks along the platforms until he can slot them into place in the heart of the tomb.

became an obsession, causing him to begin experimenting with machinery to make everything into blocks. One night, in a dark area of the misty city, a strange and mysterious figure, in a floating chair, was stalking around in a dark and dingy back street.

Witnesses say that he fired a beam from the chair which turned nearby buildings into large orange blocks. Soon enough, the world became aware of this villainous activity, when the Pentagon was turned into a square and the Kremlin appeared as a cube.

Now accusations have been flying between the various nations, and a threat from Dr Devious has been transmitted to the various world leaders. He's perfected his machine and is now threatening to cube the Earth! Only one man can save us. A man who knows Dr Devious and has an insight into his warped mind. That man is super-agent JJ Maverick.

After receiving an urgent message, JJ zooms off to the Arctic, the last place the evil doctor was sighted. On his arrival, he notices an igloo has been cubed and split apart. Obviously Devious' plan requires the results of his cubing experiment to in no way resemble their original shape, otherwise the machine loses its power. All that JJ has to do is stack the blocks together to reform their original shape. Right, time to roll the sleeves up...

Squaring the Circle

You take control of JJ Maverick as he tries to reform various cultural icons that have been zapped by Dr Devious' manic experiment. Being a super-agent, JJ has a few tricks up his

LITTLE BOXES

Occasionally items drop from the top of the screen to help JJ out:

Bombs – Allow JJ to drop explosives on enemies along with firing his fireball shots.

Fast Shots – Let JJ fire a stream of bombs and fireballs a lot faster than normal.

Extra Block – Fills a gap in the target shape. The blocks they leave can be shot if they're not needed.

Extra Life – Picking up one of these adds an extra life to JJ's lives counter.

Dynamite – Picking this up causes a large explosion which destroys all enemies on screen.

Extra Time – Collecting the watch adds a few precious seconds to the level clock.



A nod from the cubist school to the world of surrealist art, as he with the strange moustache, Salvador Dali, makes an appearance on the Spanish section of the game.



Everything flips over as JJ takes a trip to the land down under. Rather a complex shape needs to be constructed to complete this antipodean puzzle. Can you tell what it is yet? Tie me kangaroo down, sport...

Cubist art is all very well and good, but when a megalomaniac scientist tries to cube the world things get out of hand. Cue strange puzzle game!

dinner-jacket sleeve to help him on his way. Not only can he pull, lift and throw blocks, but he can also drag them through mid-air, walk up walls ceilings. This allows him to grab the blocks from wherever they may be and reconstruct them into their proper form.

However, Devious has spotted the brave agent in his task, and is determined to stop him from succeeding. Each area that JJ must work in is linked to a timed explosive. If JJ takes too long in completing his quest, then the whole place will blow up, taking anything remaining in the sector with it.

If this wasn't enough, there are also some of Devious' strange mutations prowling around, including deadly clouds, vicious dragons, mutated whirlwinds and manic Cossack dancers. Fortunately, JJ has something to protect him – a flame gun. Using this weapon, he can fire a stream of deadly fireballs at his enemies, clearing the way for his quest. Additional items can be picked up to help him, including extra time and bonus bombs. Every 20th level is a showdown with the doctor in his flying chair – but all is not as it seems...

Don't box me in

Devious Designs is most certainly an odd little game. It combines shoot-em-up, platform and puzzle game elements in one package, not on separate levels as in many other games, but at the same time!

This combination works very well, providing some seriously challenging action. Some careful thought is needed to work out how each level should be tackled (especially on later levels) and you have to keep your trigger finger busy to take out the enemies.

The rather odd control method can be frustrating at times, causing masses of confusion as to which direction you're supposed to be moving the joystick. At times this makes completing the levels extremely annoying – especially when you know what you're actually trying to do on a particular screen. This aside, though, the puzzles are pretty challenging, especially when you are on later levels, and you will be kept on your toes as to what exactly is happening on screen. The graphic style is also quite intriguing, being very different from the usual cute and abstract puzzle games that appear, and the intro sequence sums up the feel of the whole package.

Devious Designs is a very original game which boasts a lot of interesting features

Devious Designs is a very original game which boasts a lot of interesting features, but the control method could prove too confusing for beginners to puzzling and downright annoying to those with experience in the field. If you can cope with this little quibble, you'll more than likely find Devious Designs quite a taxing affair, which makes it one of those games that are well worth digging out for a quick bash from time to time.

Maff Evans



Tetris shapes abound in Red Square! No blocks to move on this one, so it's a matter of collecting the bonus blocks to finish the stage. Watch out for the deadly cossacks: they'll get you with their dancing!



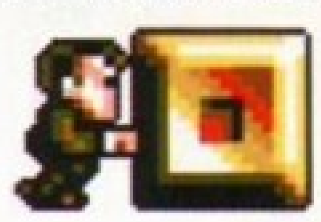
Devious makes an appearance as JJ tries to rebuild a shape in the Hollywood hills.



Ah, the mysteries of the Orient. What eastern icon can these blocks be part of?

MANIPULATING BLOCKS

JJ can manipulate blocks in a number of ways:



Pressing fire makes JJ grab a block. By pulling the joystick sideways, you can make him pull the block along. If JJ is standing in a corner of a block, he can actually pull it along through mid-air.



After grabbing a block, pushing the stick away from JJ's feet will make him lift it over his head. He can then walk along until he is in the right place to drop or throw it.



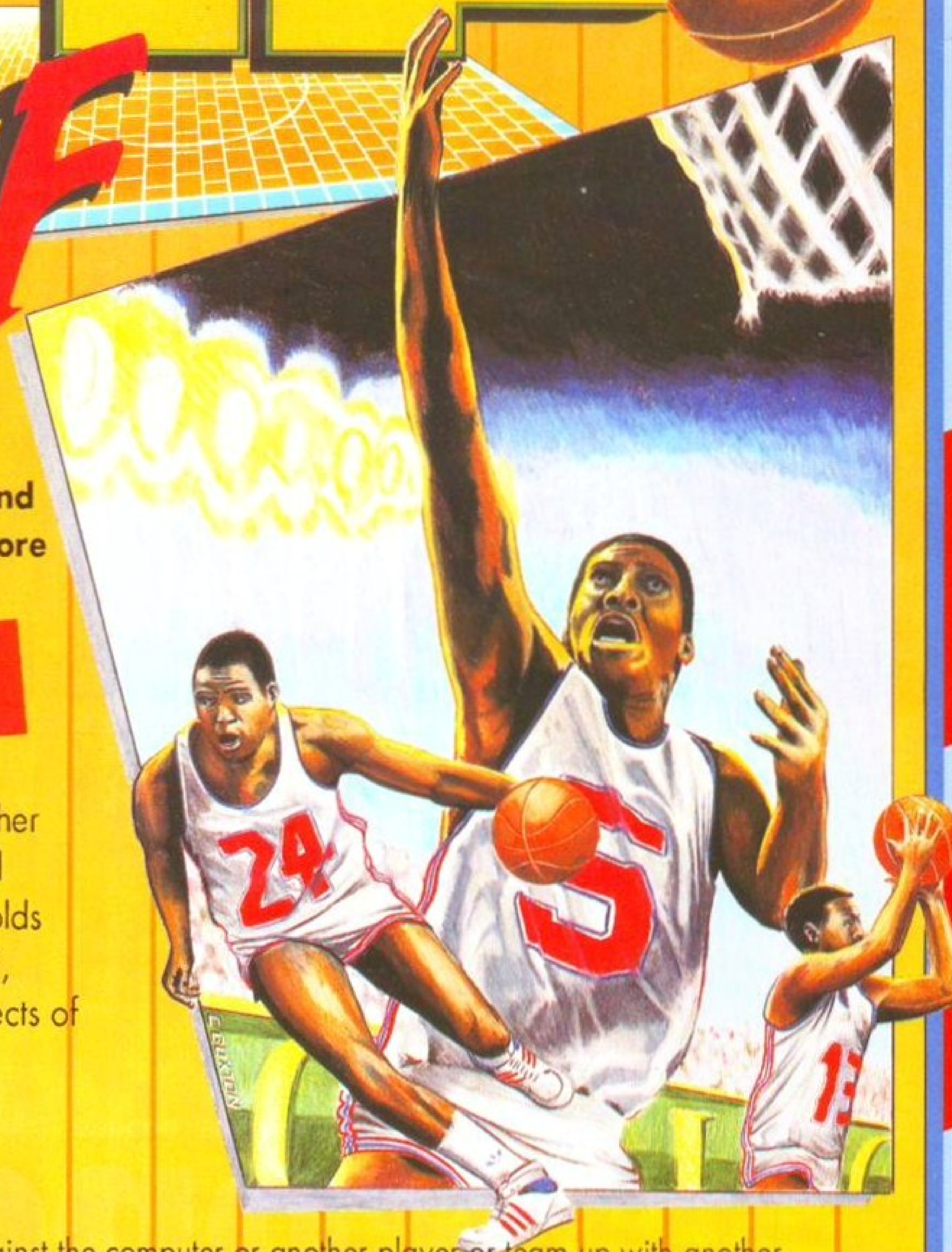
After picking up a block, he can then throw it sideways or upwards until it hits a block or a wall. Alternatively, he can shuffle it along above his head and drop it on the floor next to his feet.

Devious Designs
Image Works ■ £25.99

- The unusual graphics are colourful, well drawn and well animated, giving the game an original appearance.
- The puzzles start off easy enough, but will soon have the most ardent puzzle fans tearing their hair out.
- The rather confusing control method makes the going tricky at times – especially when the action starts getting frantic.
- An interesting and well presented puzzle game with a few rough corners, but jolly enough in its own way.

Verdict **83%**

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

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Amiga Screenshot's Shown

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd

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Is this the biggest cartoon conversion to hit the Amiga since the Turtles? Well at least people watched the Heroes in a Half-shell. The scenario's the usual Saturday morning stuff: five do-gooders out to right the wrongs of the world. What's different about these 'meddling kids' is that each one's been individually chosen from a different nation by the almighty Gaia. To help them, he's given each a special power: Wheeler (America) has a fire ring; Gi (Japan) an ice ring; Linka (Russian) a wind ring, Ma-Ti(South American?) has a growth ring and Kwame (France) has a rock ring. When combined, these powers form the Superhero Captain Planet.

Fed up with pollution, soil erosion and animal cruelty? Then join Captain Planet and his Planeteers in their bid to make the world a greener place in which to live. Here the heroic (?) young American Wheeler is out to help save Mother Earth with his super-powered ring of fire – which has nothing to do with the 70s Johnny Cash ballad.



How to save the world

That's the scenario, now the game? Well there are six levels: Fire, Water, Wind, Heart, Earth and Showdown, each centres on a specific character. The first level's focuses on Wheeler and his powers of fire. To complete it you must destroy radiation canisters, board your Geo-Cruiser and exterminate all of Sly Sludges CFC balloons in order to save the ozone layer. This allows the seals (who sit on the clouds!) to walk safely across the ozone layer to the south pole!

Captain Planet



Wheeler has to clear the level of nuclear waste by burning it – now current thinking says you can't incinerate this stuff but the good Captain probably knows best!

The second level is where you take control of Gi and the power of ice. She has to save the poor little dolphins who have been porpoise-napped and trapped in an evil water prison by the hideous Looten Plunder. The wind level puts you in command of Linka who has the control of the air. You have to rescue the ancient Egyptian relics from the evil clutches of Dr Blight. Bombs have been placed inside a temple and you must use her powers to whisk them away. The heart level is Ma-Ti's moment of glory and she has to help withered plants grow into strong trees while rescuing some suffering animals in her Eco-Copter. The Earth level's an underground caverns job where you must clean up toxic waste and the ponies trapped in it. The final level puts you in control of Captain Planet and you must save a whole nation from destruction.

Go Planet

The silliness that drives the characters through each level should be one of the game's strong points. It's fun to think about, but their surreal overtones – seals walking along the ozone layer! – make player logic difficult to apply. Without this it's a guessing game and the vital visual clues you need aren't there

More strange song echoes with Gi and her Power of Love. She can cause plants to grow beanstalk style providing ladders for her to move around the level on.



Structurally *Captain Planet* should work well, giving each of the sub-superheroes a chance to shine. Their different powers should help vary the gameplay and create challenging new puzzles every step of the way. All the individual powers, though, exhibit inescapable control foibles that swiftly up the frustration factor. Add to this consistent, but strange platform edge detection, you've a mix that even the best structure in the world couldn't off-set.

Apparently harmless looking objects kill without any real need or warning. For instance, when cruising in your Geo-Cruiser, saving seals, you fly to the top of the screen and, whoops, you crash into a horrific killer cloud! This is annoying because there's no warning of danger, which makes the game both tough and frustrating. This, sadly, makes *Captain Planet* almost a chore to play

Award-winning game?

The tune's quite fun and bouncy and there's a tune for each level so you won't be reaching for the volume control after five seconds of listening. The graphics are bright and bold but lack character. As a licence these cartoon folks should sit happily on an Amiga, coming alive under your control, but instead these do-gooders aggravate swiftly. They've the trappings of superheroes but none of the benefits.

Captain Planet is not a 'must purchase'. Unless your a veggie, a greenie or a member of the RSPCA who's desperate to act out you're good intentions through silicon, you're better off giving it a miss. Anyway isn't it slightly hypocritical for the good Captain to promote global warming by heating tempers?

Ben Craddock

Captain Planet
Mindscape ■ £25.99

- Just like turtles: a big cartoon name with little gameplay backing .
- An ordinary platform game with a few extremely frustrating moments.
- Big levels that are extremely hard to beat for all the wrong reasons.
- Quite big levels and extremely hard to beat.

Verdict 43%



This is what Shadow Sorcerer is all about – eyes down, shoulders apart, CHARGE! The enemies you can see in this picture are Bozak Draconians – simple warrior types who soon succumb to a stout Companion. Other types are much more lethal.



There are a few people who can actually help you on your travels. Notice the Journal Entry – these are written into the manual, to give you the odd hint from time-to-time.

This is where the game part comes in. You use the mouse to control the characters in hand-to-hand combat, long range weaponry, spell casting and the art of doing a runner. All combat is played out as it happens – fighting dragons gives a short, heated exchange.

Shadow Sorcerer

If you've been a big fantasy fan since you were knee-high to a hobbit then this game may appeal to you. If you're into swords and sorcery: Conan the Schwarzenegger and so on, you may as well skip the next paragraph.

Shadow Sorcerer is set on the world of Krynn, home of the Dragonlance saga. The whole story is contained in an immense set of books, which was cleverly designed by TSR (owners of the Advanced Dungeons and Dragons game) to be the cornerstone of a marketing era. Put it another way – the background is Tolkienesque with a few twists.

The good guys in the game are the Companions. The game starts just after said crew have freed the slave population of a city called Pax Tharkas, and imprisoned the former master race (the Draconians).

The situation isn't as rosie as it seems. The ex-slave refugees have nowhere to go and nothing to eat. The Draconians are not going to stay walled-up forever – they'll break out in a day or two, and they'll hunt you down.

You've got to find food and shelter for the refugees and get them to a permanent sanctuary. Blocking your goal are a varied assortment of monsters, several mountain ranges, and a democratically elected group of refugee leaders who bicker all the time.

Thoughtful mayhem

Shadow Sorcerer is played on two different levels. The game starts on the strategic map. It's composed of hexagons and only shows the main mountain ranges. The objective is to get from the top end of the map to the southern part, where you understand a lost band of dwarves live, who might help you out with refugee resettlement.

You don't have the mundane task of moving the refugees around the map. Instead, you control a small scouting party of up to four characters, drawn from the larger group of Companions. You can also mix and match your small team.

There's a wide range of talent in the group, from a dark horse magus called Raistlin to a sweet old cleric named Elistan. The usual ensemble of heroes, cut throats and warrior maidens fills the gap in the middle.



One of the tasks facing a Shadow Sorcerer player is mapping all of the dungeons. This is an entrance to such a place -only from here can you get back to the main map and the outside world.

The main body will follow your party, gradually. As you move through the terrain, detail gets filled in on the main map. The terrain varies from old roads to lakes (which are totally impassable).

When you find something of interest – whether it's a small group of monsters or a whole underground labyrinth – the view changes to an isometric close up of your group and any surrounding nasties.

There are magic items and weapons to collect which can help later on. Gradually you pick up the plot threads. Without giving much away, the manual gives plenty of clues (assuming that you read it).

Hit and miss

It may sound wonderful, but I've got more reservations than a tribe of Red Indians. It's not so much the way you play the game – the method of controlling your heroes is simple to learn, and the tactics are straightforward (run away unless you know you can win easily).

No, it's the way the game behaves. The larger cave networks are teeming with monsters. It makes sense to send in your fighters through the door first. On the other side, your puny magic user/thief gets beaten to death, as the fighters migrate to the rear for no reason.

When a character 'dies' they mysteriously reappear at the main body of refugees, ready to be healed and sent into the fray. How illogical.

These are the tip of the iceberg. The game has no sense of humour at all, yet I cannot take it seriously. It looks great, plays all right, but keeps tripping you up with its bizarre logic. No long-term fun at all.

Pat McDonald

CONTROLLING YOUR CHARACTERS

Shadow Sorcerer has a simple command system; click on a figure and tell them what to do. Here's a full rundown of all the possible actions that you can command your troops to follow:



Hand-to-Hand
Examine
Walk to
Magic
Talk
Computer control
Middle, from top: Ranged Weapon, Pick Up, Everyone walk to

Shadow Sorcerer
US Gold ■ £29.99

- Graphics are excellent for this sort of game.
- Control is very easy, you soon get into the swing of things.
- Quite engrossing for a couple of days.
- Lacks real depth – most monster encounters are random. Not enough to explore.
- You'll quickly get bored of playing in this corner of Krynn.

Amiga Format Verdict 74%



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You must be stood next to a pentacle to perform an incantation. Lightning flashes, a puff of smoke appears on the pentacle and your newly-born creature appears.

The story so far: Sogrom, who is the master magician's star-pupil-turned-bad, is lusting after the Rochebrume archipelago, and plans to make it his own. The only person who can stop him is Eskel, another magician who does a bit of righteous do-gooding on the side. The fate of the entire kingdom of Celtica is in their clammy hands.

Just a bout here you begin to wonder whether you've accidentally stumbled into a Clive Barker horror novel; but no, this is the plot of *Celtic Legends*, a good old-fashioned strategy/war-game with lots of gratuitous spell-casting and a welter of silly names.



The strategy screen shows the overall map. From here, you can move your forces in bulk, split a legion into two groups (as is happening here), or see its statistics in greater detail.To the right you can see the current number of units in this legion (up to eight) and the legion's remaining movement points.

Celtic Legends

It takes the best bits from other games and combines them into a style of its very own.

You take the part of Eskel, and you have to fight Sogrom over the 23 islands of the archipelago. Each island is divided into several interlocking hexagons, and each hex in turn can be one of seven landscape types: plain, forest, marsh, mountain, castle, cromlech or hill. You begin with a legion of creatures (known as units) each, you and the computer (or another player) take turns to manoeuvre your forces around these hexagons. Each side has a number of movement points which are used at a rate dependent on the terrain that they are trying to cross. Once the movement points of one side have all been exhausted, then the other side moves.

At any time, but usually when you meet your adversary, you can access a tactical screen. This is a blown-up version of the hexagon your legion is currently occupying, and it's here that the battles take place.

Boys and Gaels

The tactical screen is itself divided into hexagons, each unit occupying one. Units can be given orders to move a number of hexagons, to cast a spell or to fight another creature by attempting to occupy its hexagon. Your turn comes to an end when every character has used all its action points or when you click on OK. At this point the computer has some deep thoughts and bashes hell out of you via its creations.

As if all this wasn't enough, you also have to deal with the local population of the archipelago: the savages. Though not directly on anyone's side, they despise anything that uses magic and will attack it ferociously. Savages can only appear in the pentacles at the middle of cromlechs, so occupying these hexagons staunches their flow.

And so it goes on until you or Sogrom manage to annihilate the other side completely.



Castles are very expensive to build (2,000 magic points), but they have several advantages. They provide shelter from surprise teleportation attacks and give you 50 points a turn. Not only that, a legion attacking another in a castle hexagon is forbidden from using magic.



The Rochebrume archipelago in all its cheesy glory. The islands become harder the farther right you go, so stick to the left side in the early stages.



Spells can be direct or, amazingly, indirect. To cast a direct spell you must have a clear route between the casting unit and the target, with no trees, rocks or mounds in the way. The spells available vary between islands and the amount of magical energy your wizard currently possess. The blanked icons are for spells not on offer at this stage.

Archipelagos are nothing but trouble; someone or other is always trying to take the darn things over. And of course it always ends in tears. Just ask the people of Celtica.



When you lose, all of Sogrom's minions come out to jeer obscenities at you and wave small pieces of paper at you. Or is it large club-shaped weapons? Either way you've had it and you better hope you saved at the last island, otherwise it's starting-again time.

Celtic twilight

The first thing that strikes you about Celtic Legends is the impressive intro. It's a short scene-setting animation, with a rousing battle-march of, er, bagpipes, which sound surprisingly tuneful. After that the effects tend to go downhill, though not by much.

The scenery and creatures for each hexagon are well drawn, but not awe-inspiring. Some imagination has gone into their design but they're marred slightly by having only two or three animation frames each. There's a general 'ow!' sample when anything is hit and some reasonable background noise – howling wind on a plain hexagon, crickets in the marsh, and so on. On the whole, the effects have almost left the *good* region and are teetering on the edge of being *really* good.

Legendary

There's no doubt about it though, *Celtic Legends* is simply great fun. It takes all of the best bits from other games - the style and number of creatures from *Lords of Chaos*, the hexagon and move-based approach from *Battle Isles* and combines them in what is an easily approachable, but thought-stimulating game with a style of its very own. There's enough variation in the islands to ensure that the action doesn't become too repetitive, unlike say a game like *PowerMonger*, where if you'd completed one island then you'd basically done them all.

There are faults, of course. The limited animation frames and samples for the creatures



Marshes can cause problems if one side has a Teleportation spell and the other doesn't. While you're trying to reach the other side they're teleporting over and duffing you up.

become slightly tiresome after you've been playing for a while, and the logic of the game's layout is confusing at first, meaning you need to play two or three games just to get an idea of what you're doing.

Celtic Legends is a really absorbing, and pretty intelligent game that has real long-term potential and is only missing a bit of spit and polish on the effects side. If you're after something to make those long winter nights just fly by (and the only alternative is illegal or immoral), then you could do worse than to invest in a copy - even if you don't like Clive Barker novels.

Ed Ricketts

Celtic Legend
UBI Soft ■ £30.99

- Nice mixture of war, strategy and cast-'em-up games, combined with conventional arcade-style sprites.
- More animation frames and sound effects could have made this an audio- visual extravaganza.
- Large range of spells, from the pathetic to the totally deadly.
- The statistics-and-hexagon-based approach may put some people off.
- A strategy game for people who don't like strategy games.

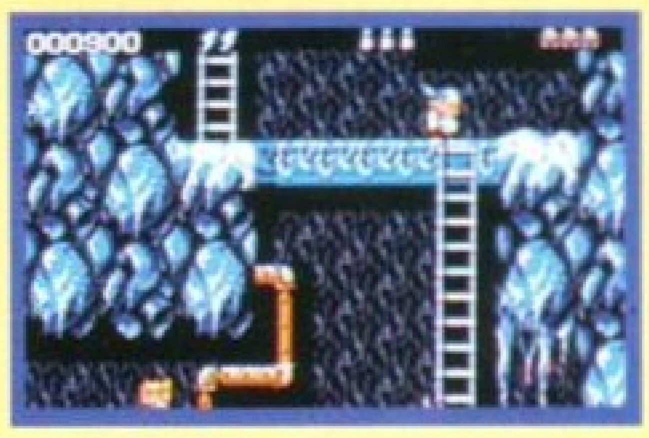
Verdict 85%

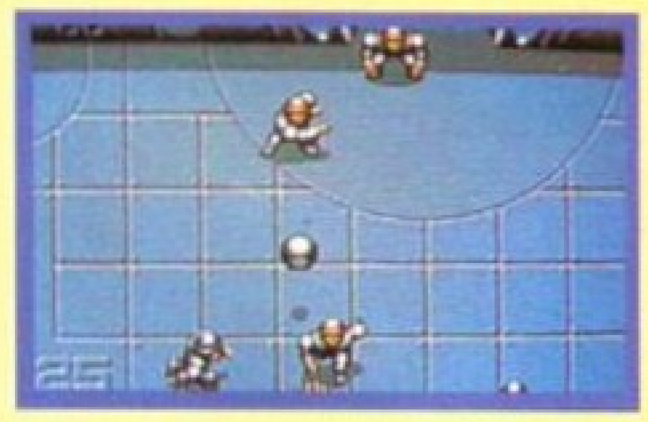


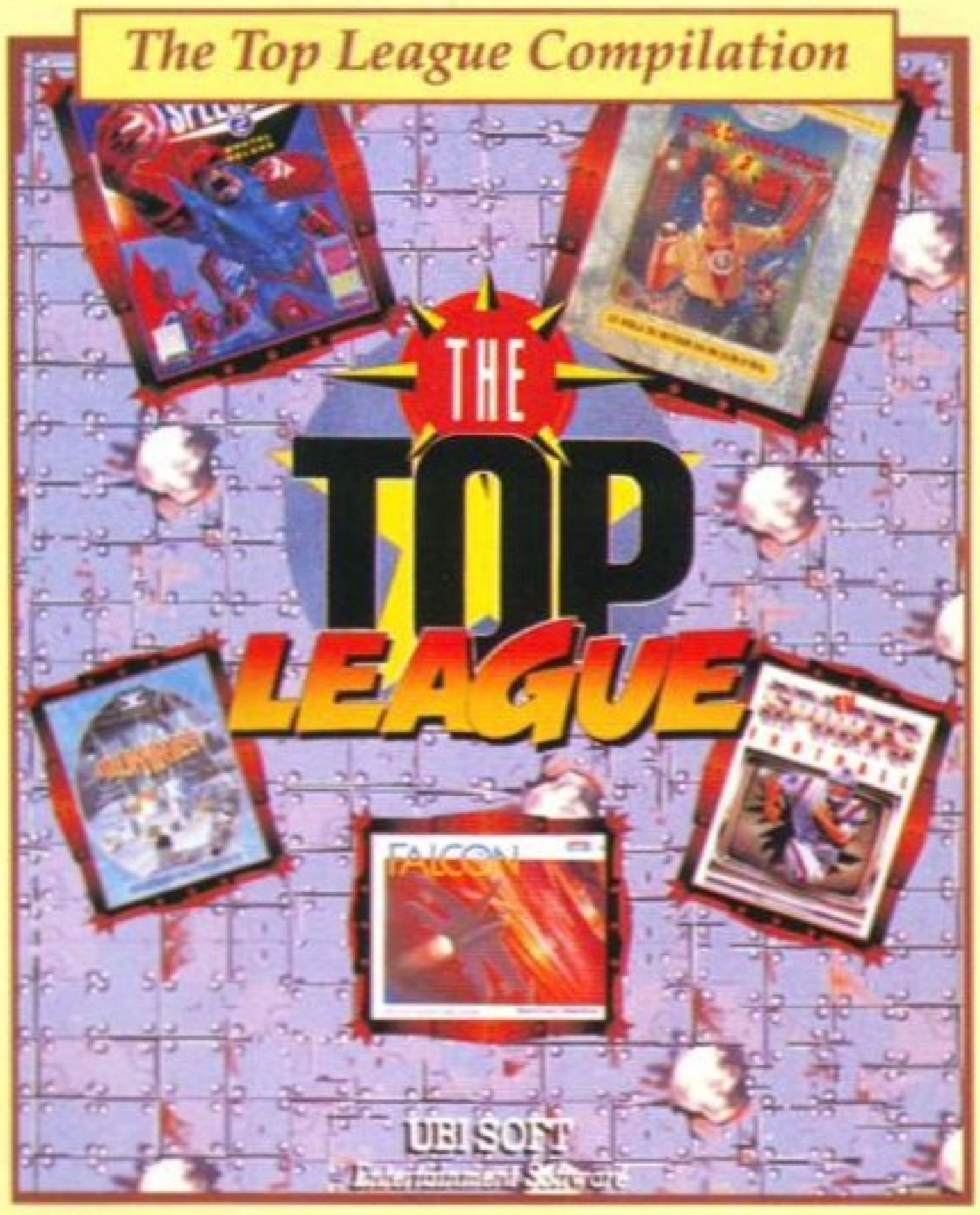
Click on the question mark to see details of each unit in your legion. Eskel is the important one – without him, the game's finito.

Pure Entertainment !

ST - AG - PC







RICK DANGEROUS 2

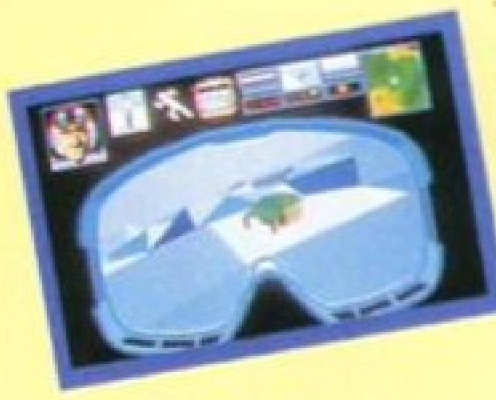
Five huge levels of traps and puzzles, vertical and horizontal scrollings, varied backgrounds, sprites and sophisticated cartoon sequences.

FALCON



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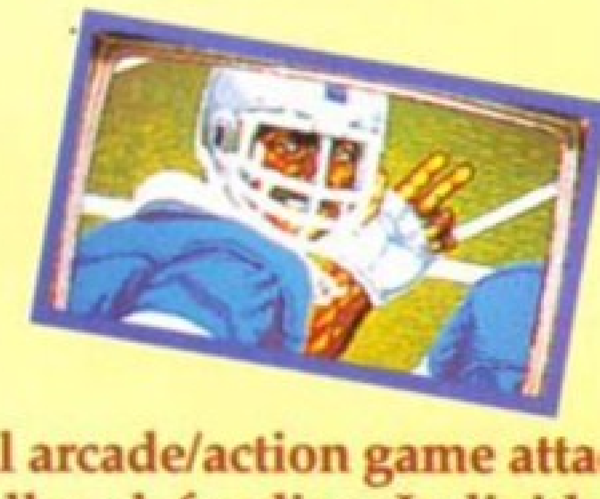


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• Screen shots on other formats may vary

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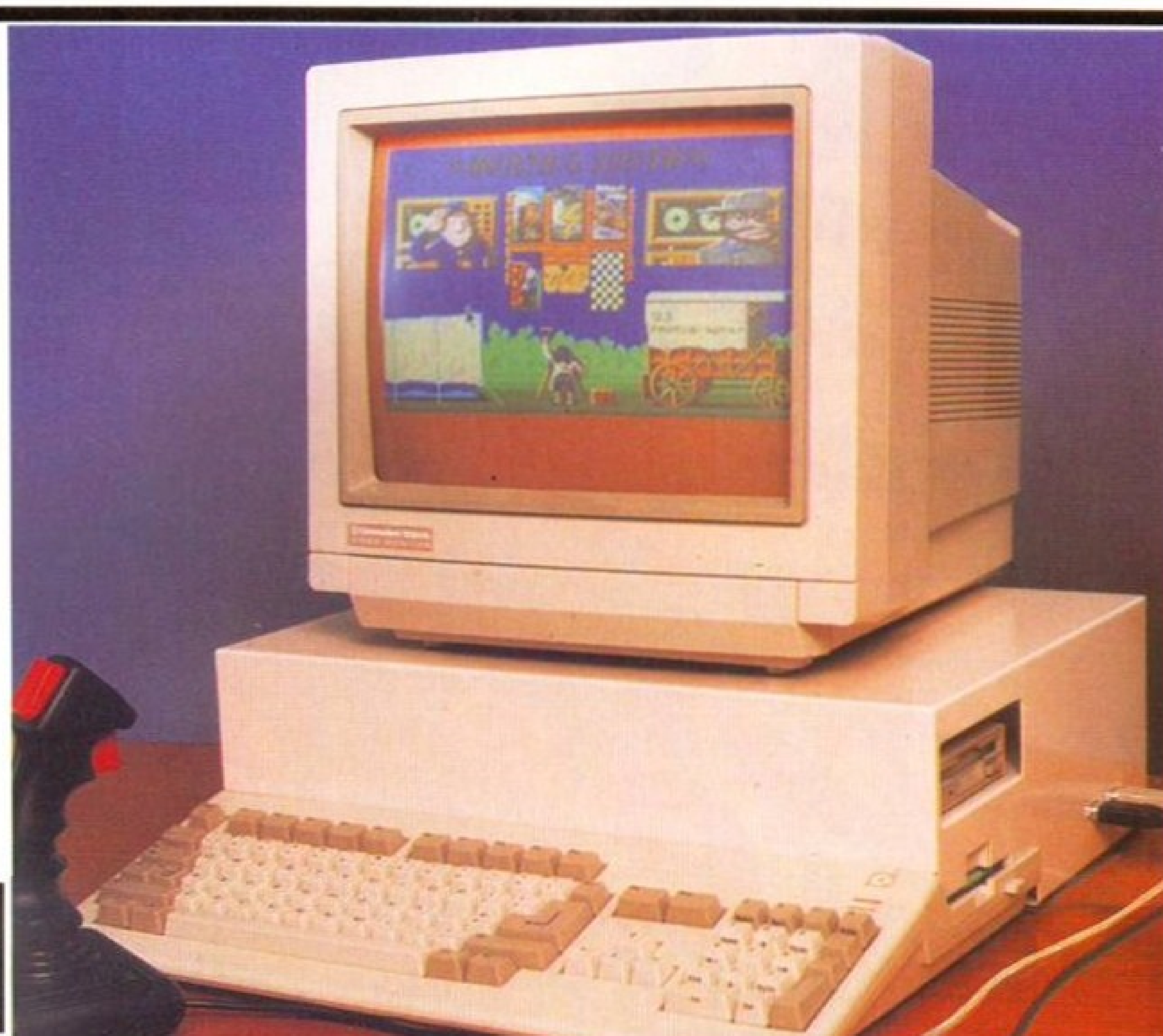
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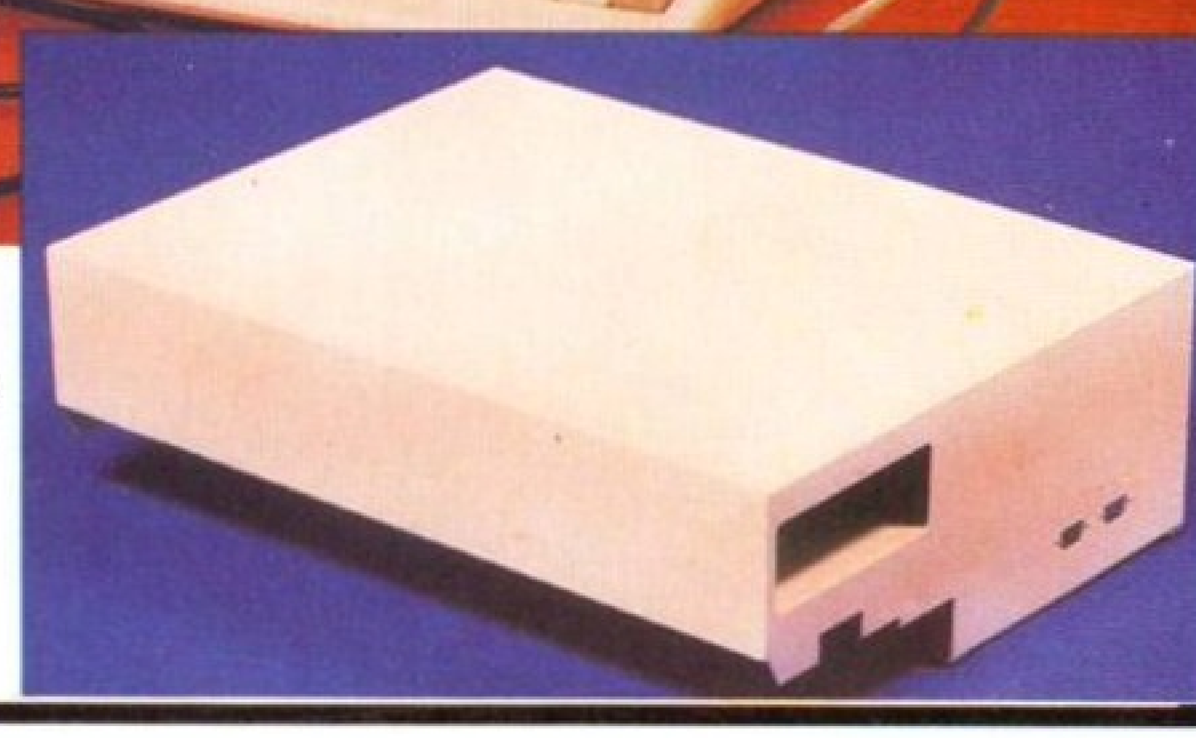
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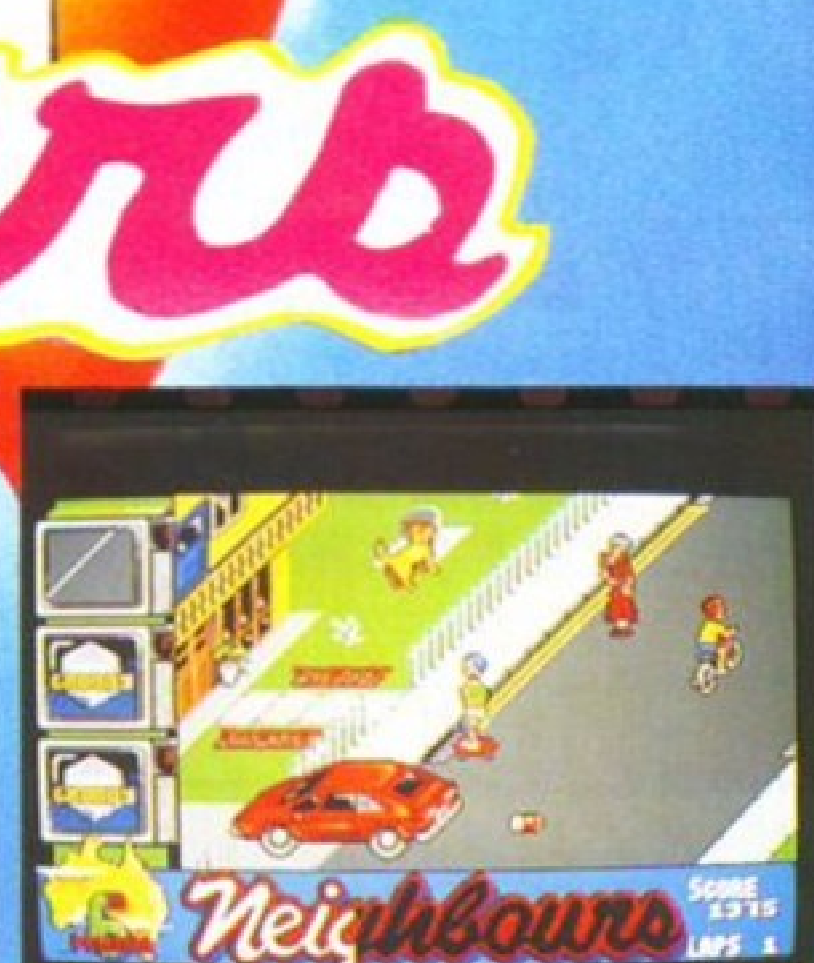
16 BIT SCREENSHOTS

Impulze presents the game no-one else dared bring you...

On a hot Ramsay Street day there's nothing better than slipping a few burgers on the Barbie and challenging your friends and Neighbours to a lighthearted race. Naturally everyone chooses their favourite vehicles. Henry the gardener rides his souped up grasscutter and mechanically minded Charlene scoots around in a nippy go-kart.

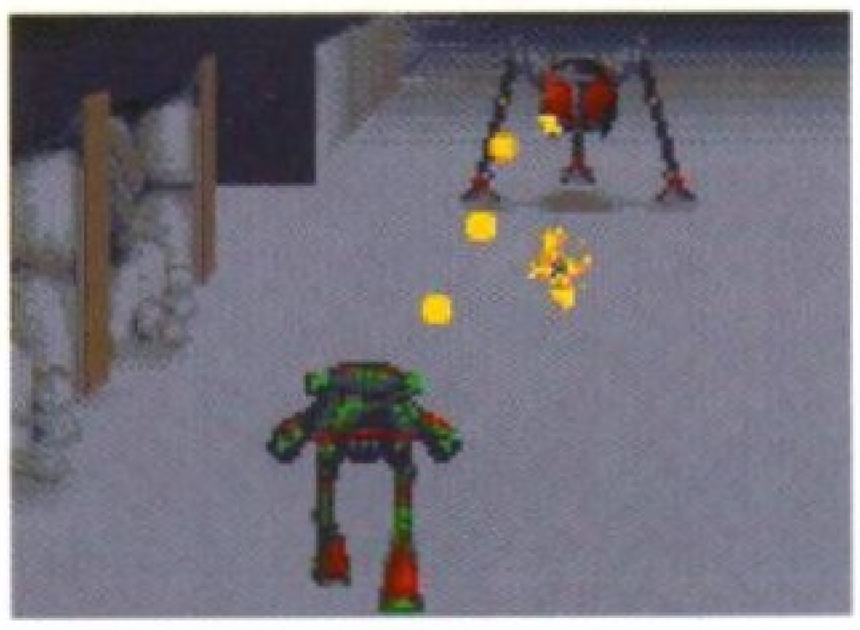
Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.



Robozone

The year is 2067 and the Earth is in a real mess. Literally. Presumably the *Blue Peter*-watching generation of 1991 never paid attention to the more sobre environment features that were in-between the cookery slots and gardening corner. Or perhaps the world's housewives/husbands fell for the cynical TV advertising that fooled the public into thinking that as long as you use



less powder and drive on unleaded petrol you were sufficiently 'doing your bit' and everything would be all right.

Either way, an uninhabitable, polluted world has been left under the charge of robot 'Wolverines'. Meanwhile the elite of the world's population safely float Noah-style across the oceans on giant City Ships.

So here we have a dedicated exploration shoot-em-up in environmentally-friendly clothing. You play the part of the last Wolverine, alone in a polluted world. Your enemies consist of disaffected humans and, more scarily, hybrid mutants known only as the Scavengers. Shoot anything that moves, explore the three different levels, oh – and don't drop any litter, OK?

And it's kind to the environment too

Level one, this a stereotypical walking-jumping-crouching-shooting platform stage if ever there was one. Wolverine must explore his way through underground New York to the exit leading to level two. Pick up different weapons and extra energy at the same time as blasting seven shades of CFCs out of any living thing in your path.

Level two, the perspective has been changed to spice-up the action, but the game remains the same: if it moves, shoot it. A 3D scavenger-infested labyrinth faces our Wolverine, as the action slows down still further as game speed is sacrificed for the use of big sprites. As scavengers scurry through degrees of perspective, Wolverine must dodge left and right – like a driving game except in slow motion. Locate a human scientist named Tank, and it's on to…

Level three, this is the final challenge. Wolverine has just about managed to cobble together a jet-pack providing us with an entertaining horizontally-scrolling shoot-em-up sub-game. You must complete this, and the Scavengers will be destroyed, the Earth can then begin to recover from the pollution, and you've saved the world. Just like that.

At the start of level one, Wolverine battles it out through New York's underground. He can jump, crouch and walk – as well as fire an assortment of bolt-on weapons that he may find lying around.

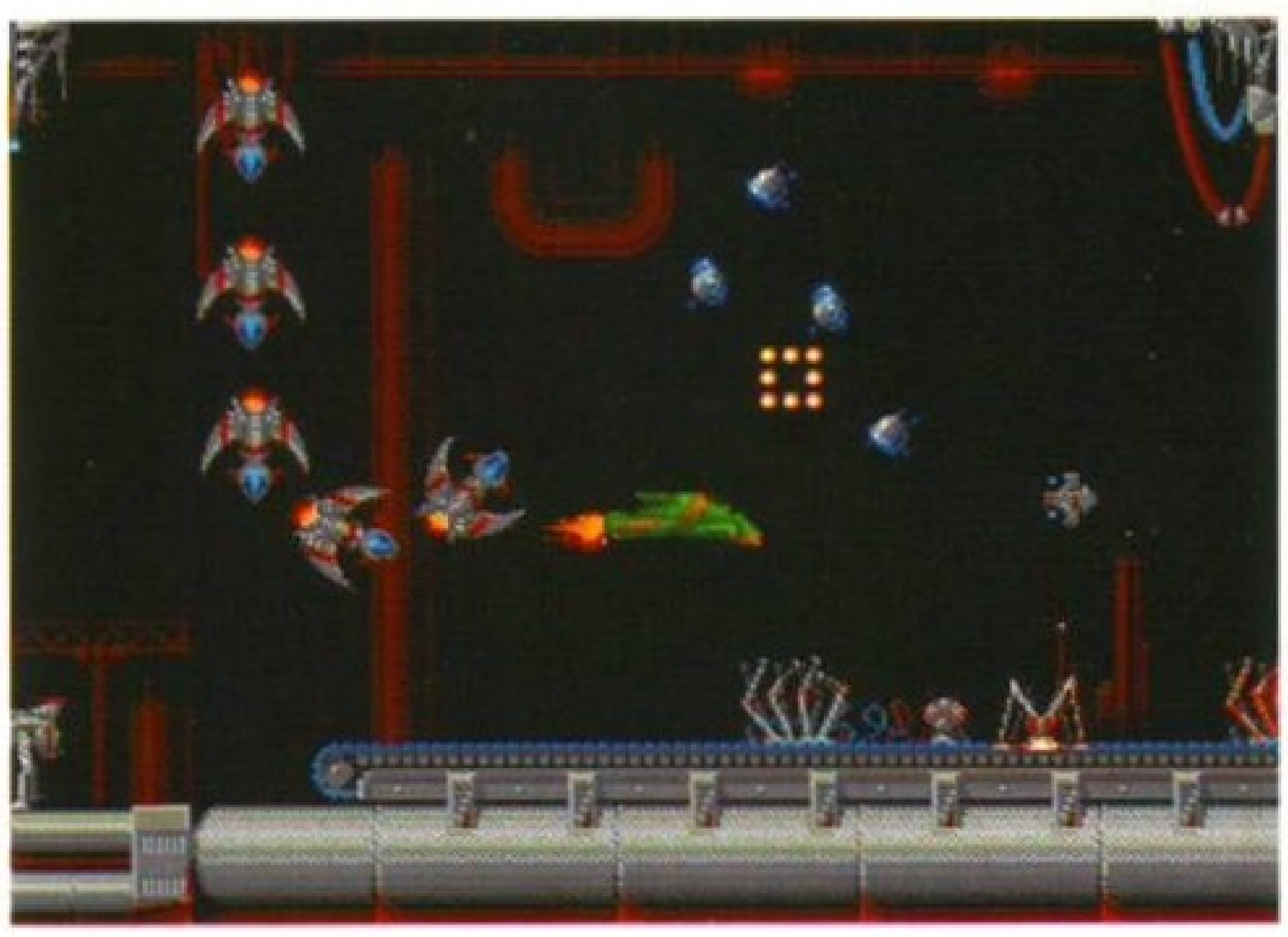


Lost in a polluted maze, Scavengers lie waiting seemingly by every corner. Locate a communication device, then search for the human scientist known as Tank.



Learning a route around the maze will take a lot of perseverance. Expect to see plenty more dead-ends such as this before you escape. Oh, and watch out for the pollution gauge steadily creeping upwards. If it reaches maximum, you've run out of time and it's game over.

Stage three, a lovely little shoot-em-up sub-game. Vaguely reminiscent of R-Type? No, an obvious copy more like. Still, if you're going to rip something off, why settle for second best?





This is the final challenge. Sort this heavily-defended chap out and you've finished. Guided-missiles, machine-guns, flame throwers and buffeting vacuum clouds – all do their fiendish best to thwart your attack.

Environmentally friendly destruction

Underneath all the death and destruction the ideology is OK. But what else can be said for it? The graphics are big and colourful, moving smoothly through all of the levels. But the action is slow and monotonous.

Yes there are three varied sub-games in the one package, but it's basically down to your trigger-finger which has to be at the ready for all of the games – so don't expect anything too inspiring or thought-provoking. Only the last stage can truly be described as enjoyable (and that's because it's a neat rip-off of *R-Type*), but even here, the original was done better. As a whole, *Robozone* is unfortunately really quite tedious.

There's nothing we'd like more than to give an environmentally-friendly game our seal of approval. But as with *Captain Planet*, sound ideology is no compensation for failing to come up with the goods.

Neil West

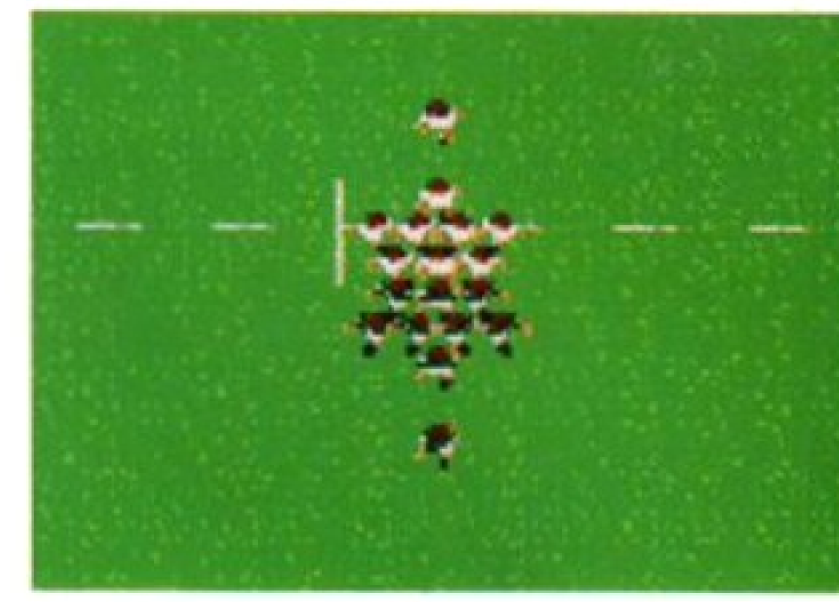
Robozone
Image Works ■ £25.99

- Big and colourful, but slow-moving graphics.
- Three completely different stages, but none to inspire the imagination.
- Environmentally friendly! In a sort of twisted kind of a way.
- Only three levels, more would have added to any long-term appeal.
- Great intro sequences, but send your money to Greenpeace instead.

Verdict 52%



"After an excellent early drop-kick goal by the Zimbabwe team, England have fought back and scored a stunning try. Here Webb's just about to attempt the conversion. Ian, you're three points behind Bill, for two points... what happened next?"



One of many scrums which took place during this particular match. The Zimbabwe side can't have had a very good pack, because I beat them on every single occasion. Oh, and another thing, since when have you seen a scrum arranged like a square dance?

Rugby the World Cup

Just one question: why are the English such good losers? It's not as though it's anything to be proud of is it? We got stuffed by Australia and everyone's walking around saying: "Oh well, we put up a good fight". What rot! We lost and that's all there is to it. Anyway, I'm not a good loser and here's a game which gave me the chance to stuff the Aussies well and truly.

In true let's-cash-in-on-a-popular-sporting-event style, *Rugby The World Cup* is a representation of the clash of 16 nations in Rugby Union. To this end, you can play either a one-on-one match, pitting one country against another, or start a complete World Cup tournament which enables up to 16 people to participate. In effect what Domark have attempted to do is create *Kick Off* for people who prefer their balls oval rather than round.

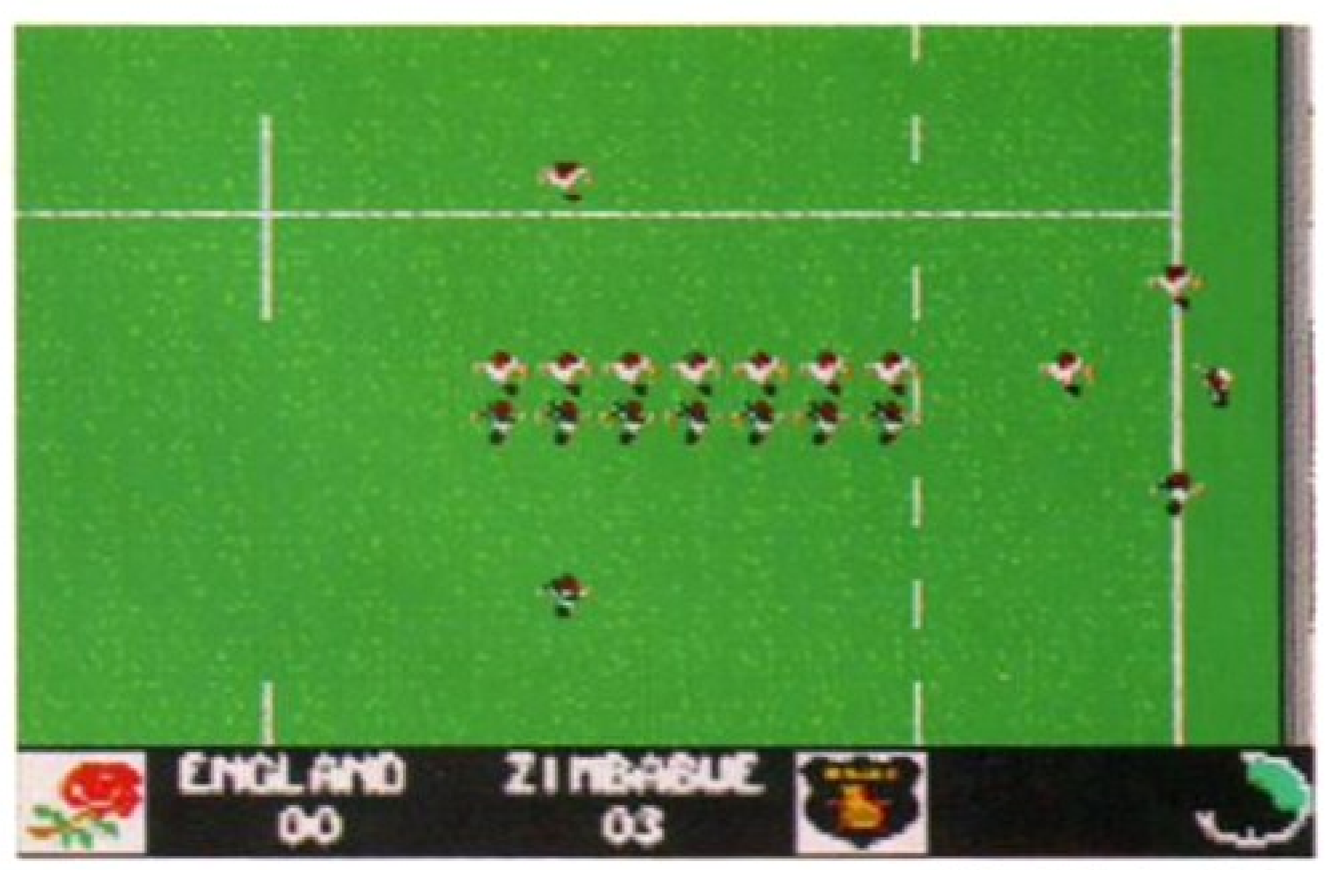
From the main menu, single or tournament games can be chosen, and the match length can be set. Once teams have been decided a match proper can start. The teams troop out on to the pitch, assume their positions and the side that won the toss, kicks off.

The up and blunder

The beauty of the best sporting simulations is their simplicity. *Kick Off* (there's that game again), worked because of the simplicity of the controls. Domark have tried to bring this to *RWC*, but there are many more permutations a player can make in the game of rugby.

During the game you control the nearest player to the ball, who's in an on-side position. Of course, the moment one of your chaps gets hold of the ball, he'll get jumped by about eight very large men, so you're presented with a couple of choices. You can either kick the ball, pass it, or get tackled, in which case you either lose possession, or a scrum ensues.

In rugby, as any British schoolboy will tell you, you can't pass forward. so as the pack comes down on you, you can lob the ball down a line of players in the hope that one of them can make it to the try-line. Thankfully, this element of the game works brilliantly, and it's very easy for you to get the ball quickly out to your faster players.



If the ball should go out of play on the sidelines, a line-out ensues, during which teams play some argy-bargy in the hope of pulling the ball down for their side. Height-wise the Zimbabwe side look exactly the same as England.

If a scrum takes place then the idea is to push the other pack forward so that you gain possession of the ball. This is done by waggling the joystick as fast as possible in left and right directions. Win the scrum and your scrum-half can feed the ball out to your backs. Should the ball go out of bounds, a line-out takes place, these are also won by waggling the joystick. The thing is that line-outs and scrums take place a lot, so by the end of a game of WCR your right arm will feel like it's played a real game of rugby.

It is possible to create fast flowing rugby, though if you're controlling an England side, you could be accused of not playing in keeping with the side's style. Each team has its own quirks and attributes, so while it might be entirely possible to completely decimate a team in scrums and line-outs, you might find out that they've got much faster backs than you and thus you end up losing.



The 16 teams have been faithfully plonked in their original four groups. All of which makes it easy to recreate the World Cup spectacle, although you might find that France and the USA prove that little bit too strong for the England team this time around.

Step forward William Webb Ellis

Graphically *WCR* works brilliantly. At the risk of accusing Domark of plagiarism, it's all terribly reminiscent of Kick Off, and as any Amiga owner will tell you, that's no bad thing. The screen scrolls quickly and smoothly around, the players are just the right size to be visible, but still controllable and the scanner option enables you to run for the posts rather than the corner flag.

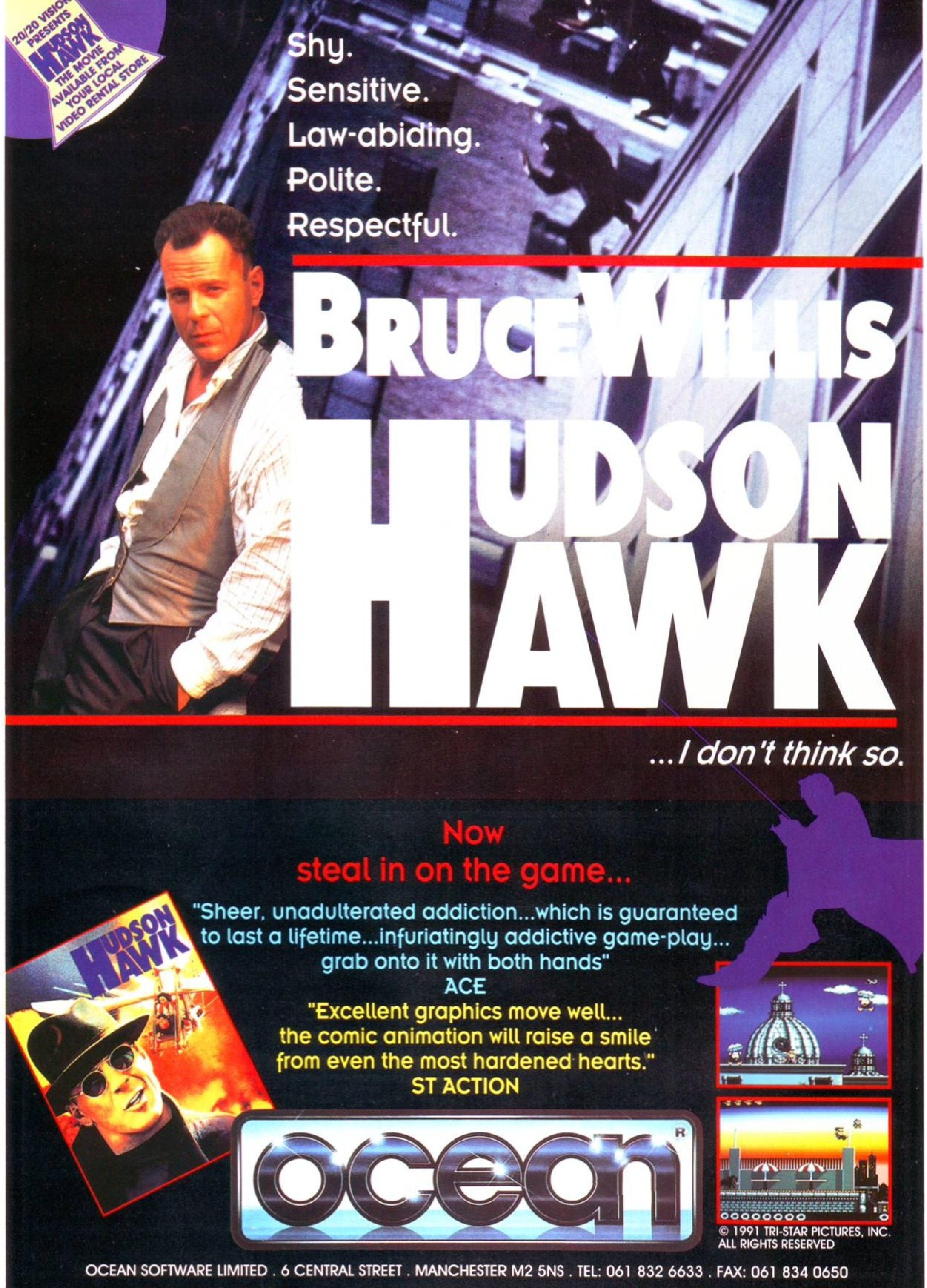
Sound is bland, but then, few sports sims suffer because the sound is weedy. Gameplay is smooth and, for the most part, extremely rigorous. It's easy to imagine this being the kind of game which, if played against a friend, would lead to a very different kind of scrum on the living-room floor, particularly if you keep winning scrums and line-outs.

Andy Hutchinson

Rugby The World Cup
Domark ■ £25.99

- Fast flowing gameplay with some nice twists.
- Two-player option works extremely well.
- Endless scrums get a bit repetitive.
- Fast smooth graphics and adequate sound.
- Computer sides are often hideously quick on their toes.

Amiga Format Verdict **82%**


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At certain moments in the game, you'll find yourself doing a runner from several large balls which threaten to explode on your hairpiece. Here there are about 50 life-threatening balls just waiting to gather no moss.



If you manage to run into a squiffy little TV-set icon then you can blow up loads of 3.5-inch disks. There's some logic in there somewhere I'm sure. Here, about 50 balls are released thanks to a detonation.

Supaplex

As soon as you pick up the box of this game you start making a few assumptions. The software house (Dream Factory), the awful cover illustration (a ball striding across a circuit board with a 3.5-inch disk in its hand), the ominous buy-me-because-you-can-enter-a-competition sticker on the front (£2,000 worth of Panasonic equipment) and worst of all: a software award from one of the more down-market Amiga magazines, all go to suggest that this isn't going to be a terribly fulfiling game. How wrong assumptions can be.

Pacman meets Boulderdash

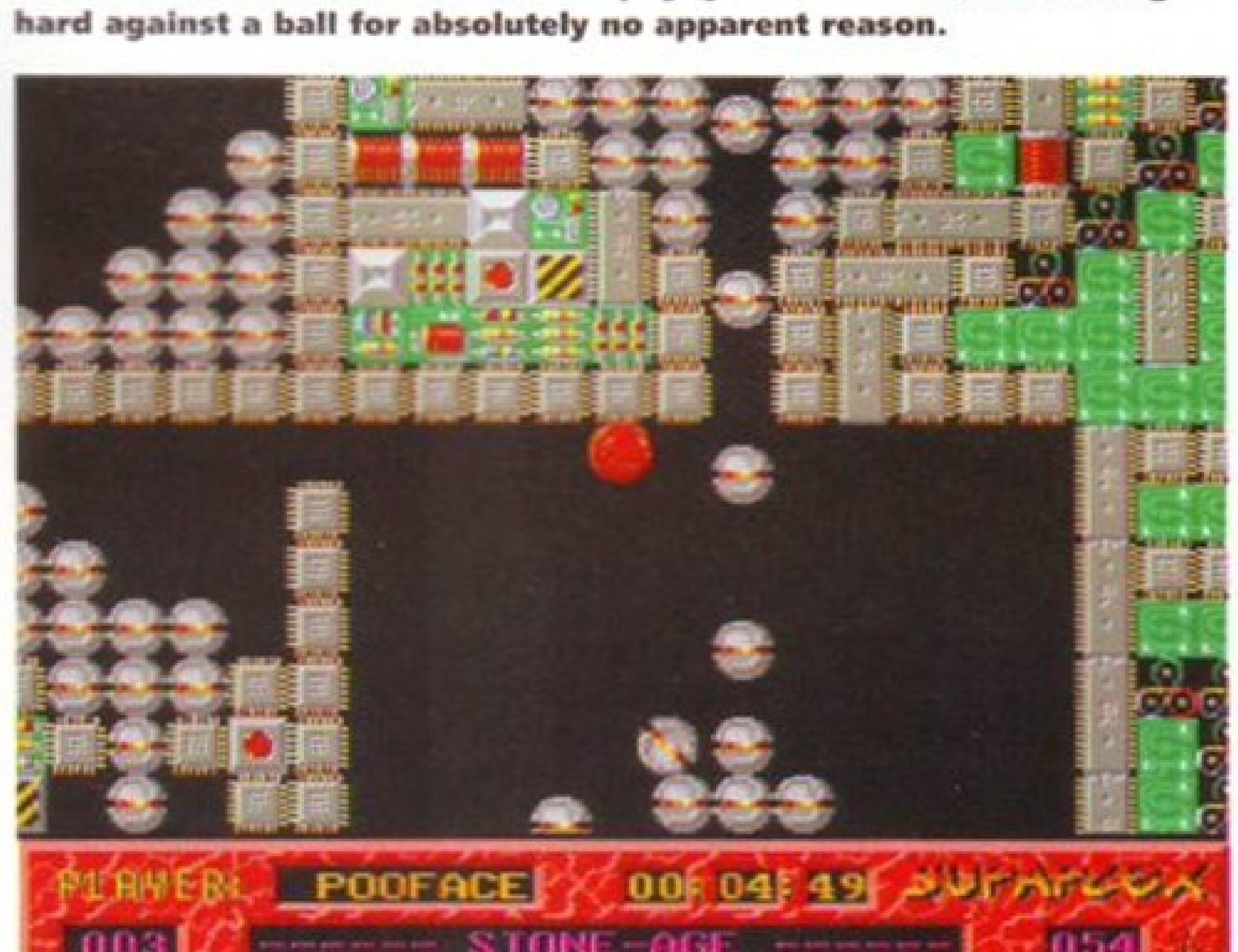
Well yes, there's just no getting away from it, *Supaplex* is a your basic *Boulderdash* clone. Way, way back in the early to mid-Eighties, there were a whole rash of these games for 8-bit computers like the Commodore 64. The idea of the game was to move a character around a scrolling level, collecting various treasures, while trying to avoid getting crushed by great boulders which react to the normal forces of gravity.

What with this being an Amiga version of the old game format, some new twists have been added to the game, but it's essentially the old game format trundled out because the software houses know there are loads and loads of new computer users who've never heard of *Boulderdash* before.

Supaplex starts with the user inputing his or her name and this is then stored on the disk. This has the advantage that once you've completed a level (there are 111 in all), you don't even have to save the game to start from that point again, simply bung the disk in and start again from where you left off. Statistics are kept on each player stored on the disk, old ones can be deleted, new ones added, the graphics used in the game can be explained, a demo can be left running and a hall of fame can be displayed.



Should one of the Zonk!'s (the boulder things) get in the way, you can shove it to one side. Here, Murphy (your character) is straining hard against a ball for absolutely no apparent reason.



Unplug this hole to discover 60 balls rolling out of a hidden screen. Stand in the way and you'll obstruct the flow and your progress.

Crushing experiences

The game proper starts off easily enough with a level that's entitled 'Warm up'. Your little pacman chappie simply zips around getting flashing things called Infotrons (if you know *Boulderdash*, then for infotrons read crystals), trying not to get crushed by Zonk!s (ermm, boulders). The only major difference between this game and its older relatives is that if you hold down fire-button and point the joystick in the appropriate direction you can remove an adjacent object (providing that it is removable in the first place).

The graphics are pretty simplistic but at the same time effective, in other words don't expect 16-level parallax scrolling in this game, firstly because you won't find it and secondly because you won't actually need it. The screen scrolls around smoothly enough and the hostile characters in the game, such as *Snik Snaks* (scissors to you and me brother) are animated pleasantly enough.

So, given all the obvious problems with what should be a tired old game format *Supaplex* is far too addictive for anyone's mental health. This is the kind of game that you could drop behind enemy lines in a war and guarantee to demoralise the enemy within just a few hours.

Never mind one-more-go, appeal what you've got here is, one-more-48-hour-stint-before-sleep appeal. It's a tired ancient format, but (in this game at least), it works a treat, ignore the plot and savour the gameplay.

Andy Hutchinson

Supaplex
Dream Factory ■ £25.99

- Obviously derivative old game format.
- Utterly, schedule-destroyingly addictive.
- Simplistic but effective graphics.
- 111 levels (a guaranteed shelf life).
- Welcome return to the basics of good game design.

Amiga Format Verdict **73%**


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Why does anyone write horizontally-scrolling shoot-em-ups these days? They're all the same: they've all got a little ship that goes from the left to the right side of the screen (without ever getting there), shooting at other little ships that go from the right side of the screen to the left of the screen shooting back. All the little ships that shoot back take three hits to kill, but such is the superiority of their ordnance that they only ever have to hit you once.

They all have an end-of-level guardian who never actually guards anything except the start of the next level, which is always like the last one, except the green things that you aren't meant to run into are no longer green, they're red. This is not to say that shoot -em-ups can't be any good, in fact they can even be great, but why would anyone bother writing one that was destined, from it's inception, to be absolutely crap.

The little things that go from the right side of the screen to the left side can be very tough. You either treat it as a game of dodge-em-up or you die. That's life when you play Necronom, so you better get used to the sight of your ship exploding.



Necronom

A good shoot-em-up...

And *Necronom* is crap, no two ways about it, and there is no excuse for it either. It isn't as if the programmers have set out to do something new and innovative and failed through no fault of their own. They have set out to imitate first-rate games like *R-Type 2* and *Z-Out*, and make a quick buck into the bargain. The only way they will make that buck is if there are enough fools out there ready to be easily parted with their money.

Rather than look at what *Necronom* is, let's consider what it is that makes a good shoot-em-up good! Firstly, lastly and middlely it is gameplay. 16 levels of parallax scrolling, interactive HAM backgrounds and a full stereo soundtrack may add a little to a game's perceived value, but if the gameplay isn't there, then the game's a lemon. If it's any good it should start so easily that you think it's a bit of a doddle really, and it then turns nasty without you even noticing. A good shoot-em-up makes you feel that when you lose a life you were just got the better of, even though you played well, and next time you know what to do, and how to beat the bit that just relieved you of your last life.

A good shoot-em-up will leave you hanging on for the loading sequence to finish so you can get blasting again, it keeps you coming back! It is one of the most accessible forms of computer game known to man. A good shoot-em-up can have you addicted for life before you ever finish your first game. After 10 minutes with *Necronom* you probably won't ever want to play this game again, and after several determined hours, you'll probably want to throw your Amiga in the bin and take up train spotting.

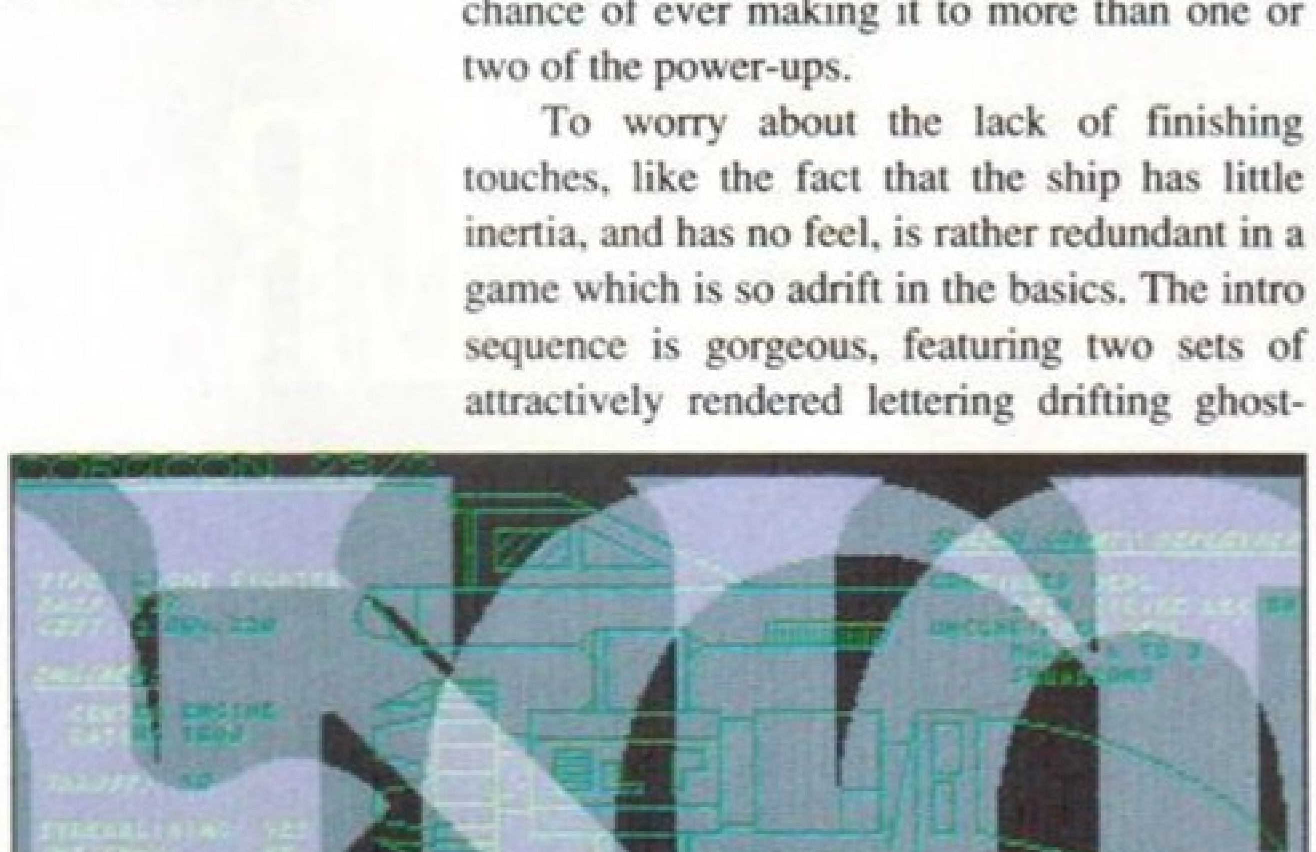
Strange icons

This game has none of the elements that constitute a good shoot-em-up, NONE! As with many of its peers, the first thing you do in *Necronom* is equip your vessel, and you then distribute a finite reserve of energy around the ship's attributes by means of a control panel with indecipherable icons. This only sets the relative strengths, so as you pick up 'global energy bonuses' throughout the game, your powers are upped in the ratios that were originally chosen. So to ensure a comprehensive spread of powers later on, you start the game with a little energy spread very thin, making your shots, shields and smart bombs almost ineffectively weak to begin with. This is coupled with an array of aliens so fast, frequent and fireproof that you stand little chance of ever making it to more than one or two of the power-ups.

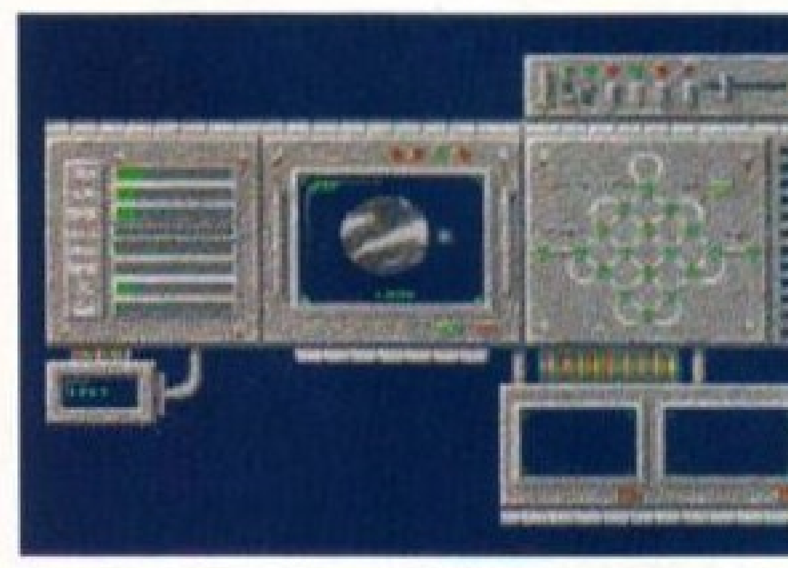


The idea of the game is to fly from one side of the screen to the other shooting everything that comes the other way. What a stunningly original gameplay concept.

To worry about the lack of finishing touches, like the fact that the ship has little inertia, and has no feel, is rather redundant in a game which is so adrift in the basics. The intro sequence is gorgeous, featuring two sets of attractively rendered lettering drifting ghost-like in opposite directions across a CAD display of your fighter ship, eventually spelling out the name of the game. But this can't make up for the fact that *Necronom* just starts too difficult and is too unappealing and unoriginal to persuade you to pick yourself up, dust yourself down, and bother starting all over again.



Good intro sequences, and this is certainly one of them, do not make up for inadequate gameplay.



Use the indecipherable icons to choose the ineffectual weapons.

I should say this is a game for die-hard shoot-em-up fans, but unless you have every single example of the genre ever written for the Amiga and you really need this one to make up your set, you should steer well clear.

Marcus Dyson

Necronom
Linel ■ £25.99

- Not a particularly original gamestyle, and no twists to make up for that.
- Joystick response, and lack of inertia make the ship feel dodgy.
- 'Equip the Ship' routine is dull and difficult to understand.
- Graphics and sound are run-of-the-mill.
- The gameplay is... wait a minute, what gameplay?

AMIGA FORMAT Verdict 23%

Boxing, the sport of kings, where two men enter a ring in order to belt seven bells out of each other, has made little real impact on the computer-games scene. Which is surprising, considering the popularity of beat-em-ups. If you try to think of slugging tests then only Elite's *Frank Bruno's Boxing*, Superior's *By Fair Means or Foul* and Storm's conversion of Taito's *Final Blow* spring to mind, and not all for good reasons. The problem is these bouts are biased towards arcade action and against the rules of the ring. But enter Mindscape, with *4D Sports Boxing*, a vector-based bashing spectacular which puts the player in the fighter's gloves – literally!



Beau goes in for a few practice rounds with the curiously named Larry Lunchbucket. This view from the stands is cinematic but isn't much cop when the fists start flying. The fighter's eye perspective is good but a little to real – ie your head gets whacked every few seconds. It is good to have the choice and fun to use when you're not playing for keeps.

Who is this Gym bloke?

To begin with, you've got to have a fighter, so it's off to the gym. Your prospective proponent of pugilism is created by the alteration of

4D Sports Boxing

various values (height, weight, speed, stamina and punching power), which determines what division of boxing he'll be fighting in (from the weak but nippy flyweights, all the way up to the slow but deadly super-heavyweights). To complete the picture, the colours of the boxer's jersey, trunks and even his face can be tweaked to suit your whim! Once the boxer is built to a satisfactory level, the new contender can then either be put into a try-out fight to see if he fits the bill, or blast straight into a championship eliminator against another title-hungry hopeful.

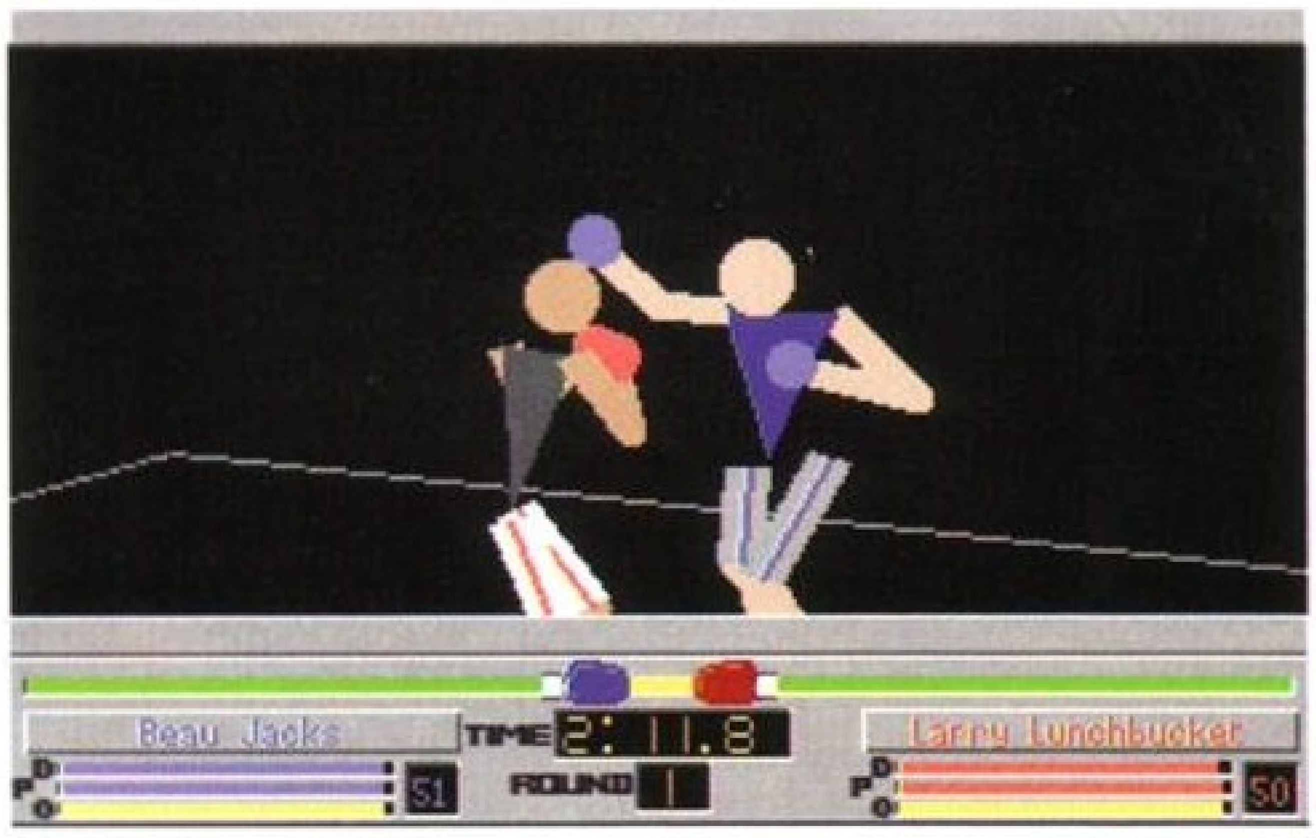
The fights can be played from either of the fighters' lines-of-sight, or from one of the stadium's various camera angles – there's even one which follows the fighters and always seeks the best view of the action. Once you've set this up, along with the level of detail and the screen size, the bout begins.

All the boxing moves you'd expect are there, straight punches, hooks, jabs and uppercuts, and they all make a resounding 'thud' when they tag the opponent's body. The other fighter doesn't just hang about and let you pour on the punches, but he dodges, weaves, blocks, and tries to dish out as much damage as you. So leaping straight in and trying to club a fighter into submission is not the most sensible strategy!

Bar brawl

Both boxers status screens contain four bars, the uppermost being an indication of the distance between the two boxers, with one each for energy, stamina and power. These have to be watched closely, because they are your guide to how your fighter is actually faring.

A little tactical chicanery is needed with some fighters – a case of wearing the opposition down a bit at a time. However, unless you keep your wits about you and your guard up, your would-be champ will be the one decorating the canvas. But if it looks like your boxer is just about to get smeared half-way across the canvas, you can throw in the towel, but this will go against you on the boxer's records!



At the heart of the action and it's good fast stuff. The polygon boxers look daft when they're still, but during the fight they're the biz.

Depending upon who wins the bout, either your fighter (or your opponent) gets a nice little earner, so the aim of the game is to keep going to the top, earning as much dough on the way as you possibly can. Once you're there, you've got to stay there!

A hop, a skip, a right to the jaw

This fight game may not exactly be over-exciting to look at, but it plays well. The level of graphic detail determines the speed of the game – on maximum detail things have a tendency to slow down a touch, whereas using the bare bones (with matchstick boxers) things fly along. Each bout is preceded by animations, which the eager can jump through, which look good and add that all-important touch of realism. The staggering amount of views give you not only the option to look at the battle from your own eyes, but from those of your opponent, and a wealth of camera angles (there's an especially nifty overhead view) which increases the TV feel expressed in the title. Add to that some well-placed samples and an excellent thumping soundtrack, and the package is complete.

Manufacturing your boxer is simple, but building a winner is tough. These basic stats can be beefed-up with gym work later. So here the real question is what weight you want to fight at.



4D Sports Boxing, with its excellent presentation and adrenaline-pumping action is enough to get anybody from the weediest wimp to the likes of Evander Holyfield himself sparring away from the word go. It's still a beat-em-up, but one with style and depth – much like the sport itself and as such, some folks will love, some will find it shallow and some will try to ban it. *4D Sports Boxing* is the best implementation of the noble art so far and anyone who has ever wanted to be a contender, but doesn't like being beaten senseless, should give it a try.

Robert Swan

4D Sports Boxing
Mindscape ■ £25.99

- The action of the ring, from the comfort of your armchair!
- Brilliant presentation, clever samples and fairly rapid filled 3D graphics.
- Can prove sluggish in full detail mode.
- Needs 1Mb, and an external drive cuts down on disk-swapping
- The best boxing game (however few there have been) to date.

AMIGA FORMAT Verdict **79%**

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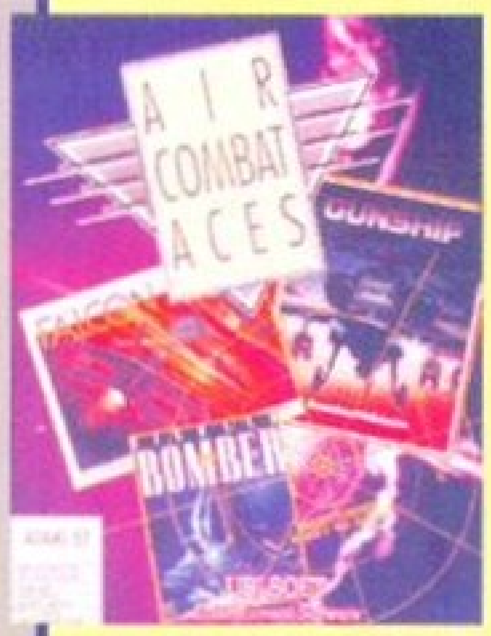
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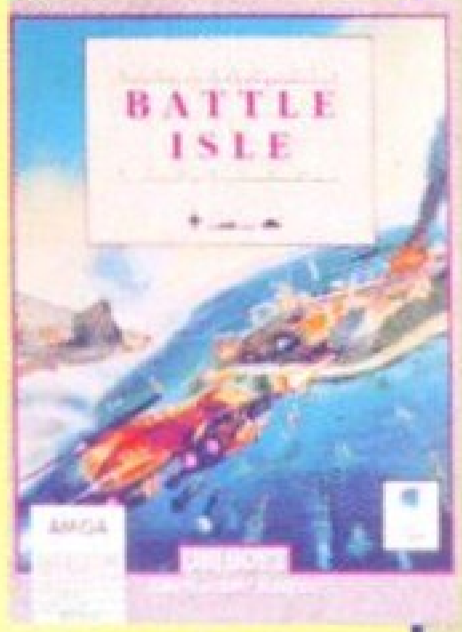
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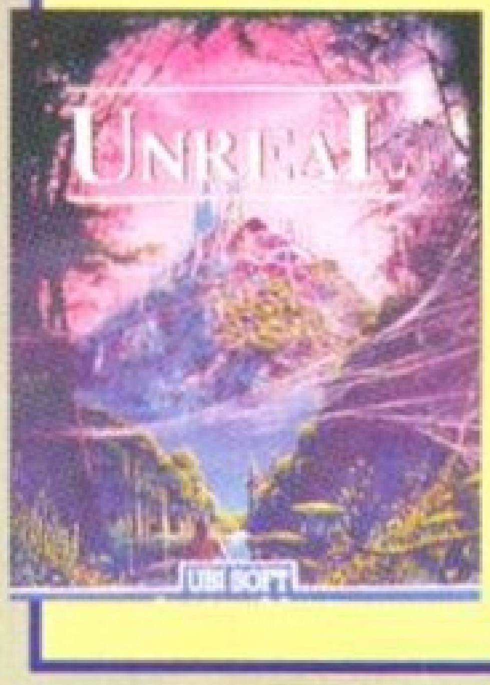
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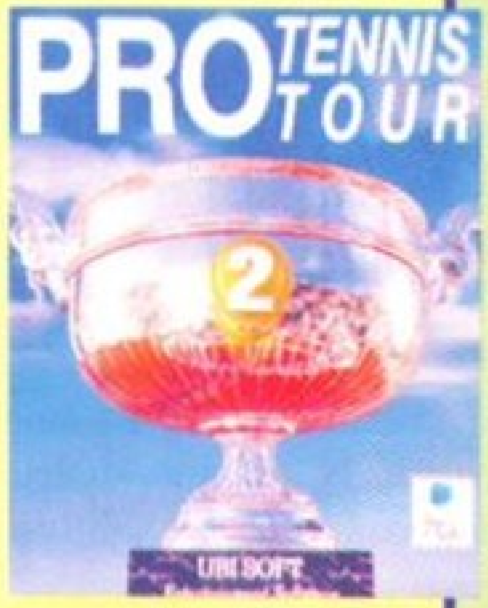
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MicroProse Golf

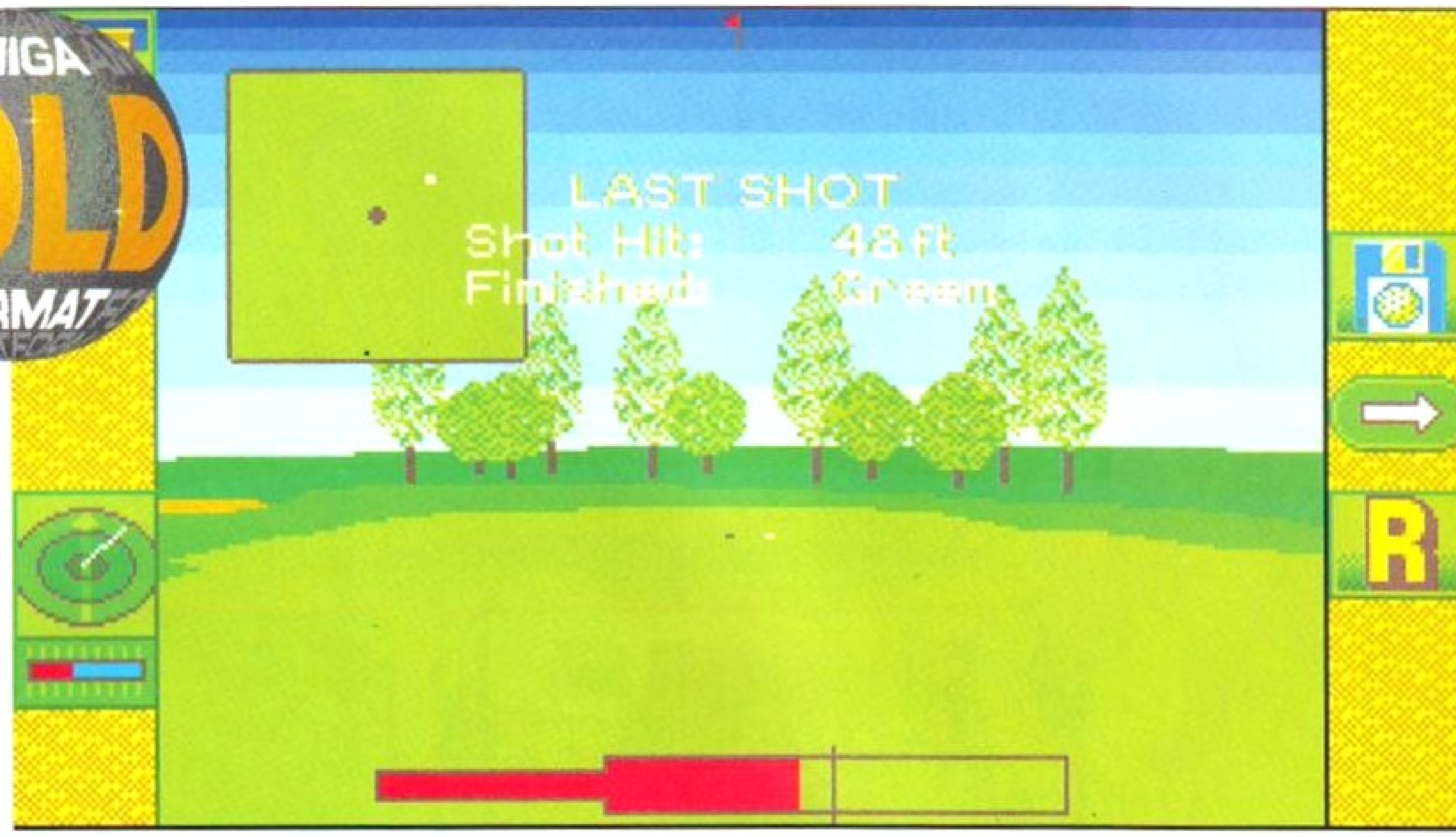
Bruce Forsythe does it, Tarby does it, even Nigel Mansell does it. Now MicroProse are trying their hand at golf, but are the techno-warheads going to score a birdy or a bogey...

MicroProse are now ruling the warring world with their awesome array of simulated firepower – Stealth fighters, M1 tanks, Apache gunships and F-15s. Their latest simulation is different though, as it's possible for most of us to check its accuracy. None of us will fly an F-117a, but we can all nip down to the local pitch-and-putt for a round of golf. MicroProse's reality reputation is on the line; do they make the par?

Eagle

True to form the software cubists have created their golfing world from polygons, just like their flight and fight sims. This visual step is initially hard to come to terms with, but it gives it an individual edge. The obvious mix of polygon greens, vector graphic bunkers and sprite players takes golf from the world of games and into the realm of simulations.

The sport is simple in concept – stand in a field, hit a small hard ball with a stick towards a little hole – but total control of the club, stance and swing is really needed if you are to be able to play well. Simulated golf has to exhibit a similar skill progression structure, so experienced players perform far better, but also be easy enough to allow beginners to tee off painlessly.



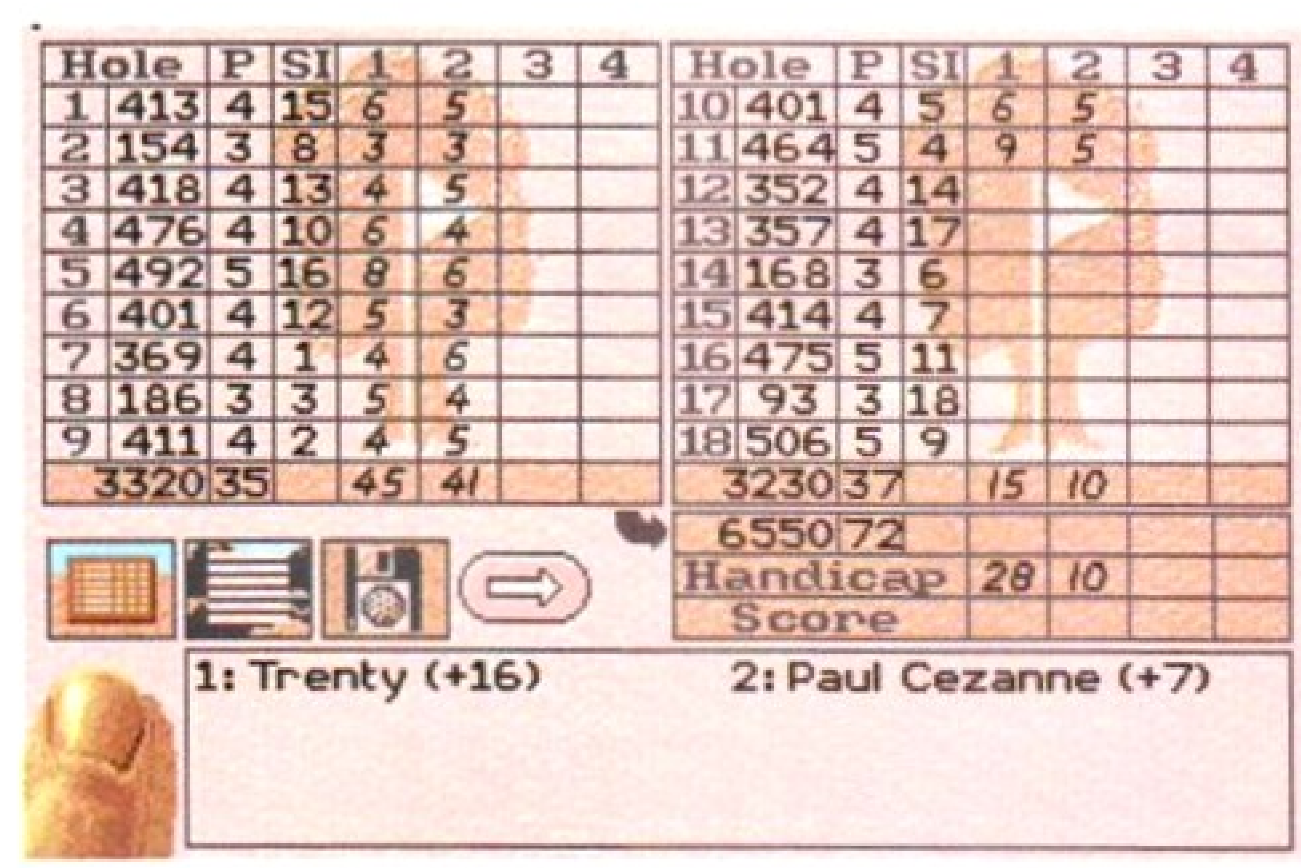
"Yo the man!" As those American golf fans are so prone to shout. The 'man' here is obviously not 'the man' in question as he has missed the hole. Hitting replay, though, could show exactly where the green breaks (and who broke it)!

Control is the key to *MicroProse Golf's* success. The system it uses is flexible enough to allow trick shots but demanding enough to test an expert's accuracy. A single mouse click initiates the swing, and its height is traced in a circular arc behind the player. Another click stops the upswing and starts the down stroke, which traces a second arc as the club approaches the ball. It's at this point that *MicroProse Golf* differs from the norm.

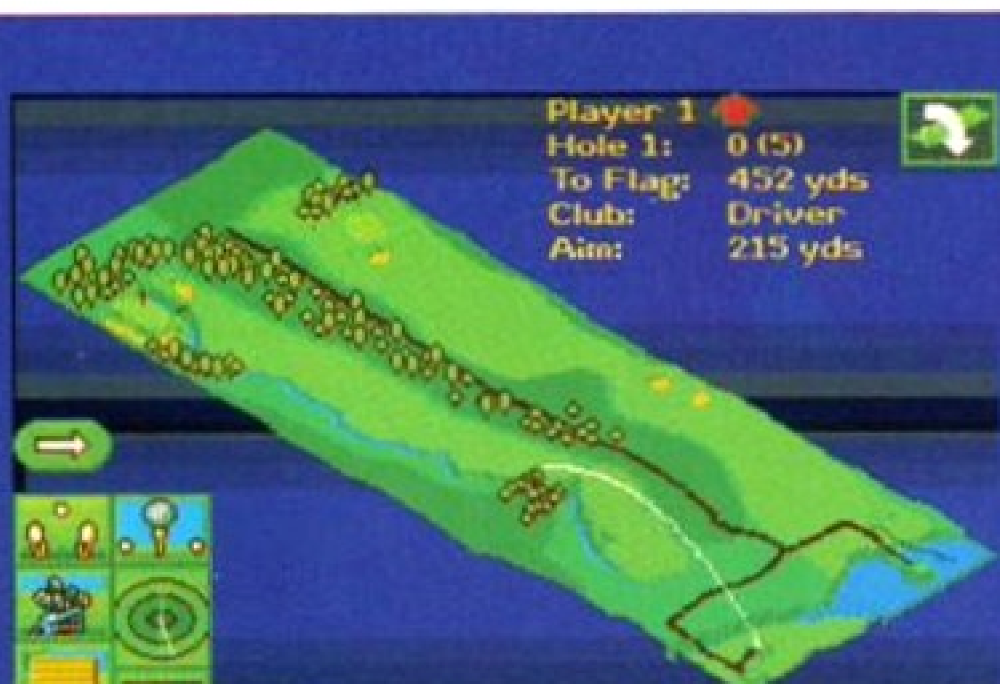
The swing, stance, club choice and the lie of the ball all affect the timing for the vital third click which determines when the ball's actually 'hit'. This ideal moment is shown as a small highlighted area on the downstroke arc and the trickier the shot, the smaller this 'window of opportunity' becomes. Try to hit the shot harder or further and the window shrinks to a single pixel, play within the club's range and the window stays wide.

The flexibility of this stroke system is exquisite, giving players the ability to punch out, slice right and hook left if you need a Sevy-esque tweak to escape a bunker. You have total control of each shot because the exact parameters of a 'perfect' stroke are displayed and it's up to you to twist them to suit your own ends.

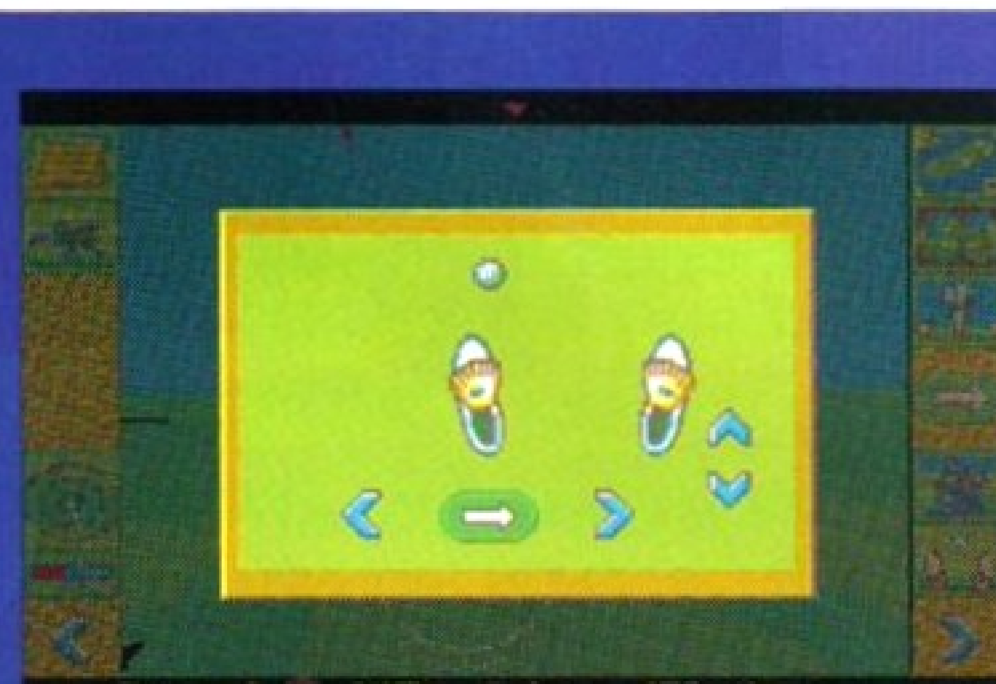
Once you're face-to-face with the flag then another break with golfing tradition becomes obvious. Golf games have been notorious for featuring uncalibrated putting power bars, so the skill lay in working out how the scale related to distance. *Golf* tells you the ideal amount of power to put into every single putt, for a level green of medium pace.



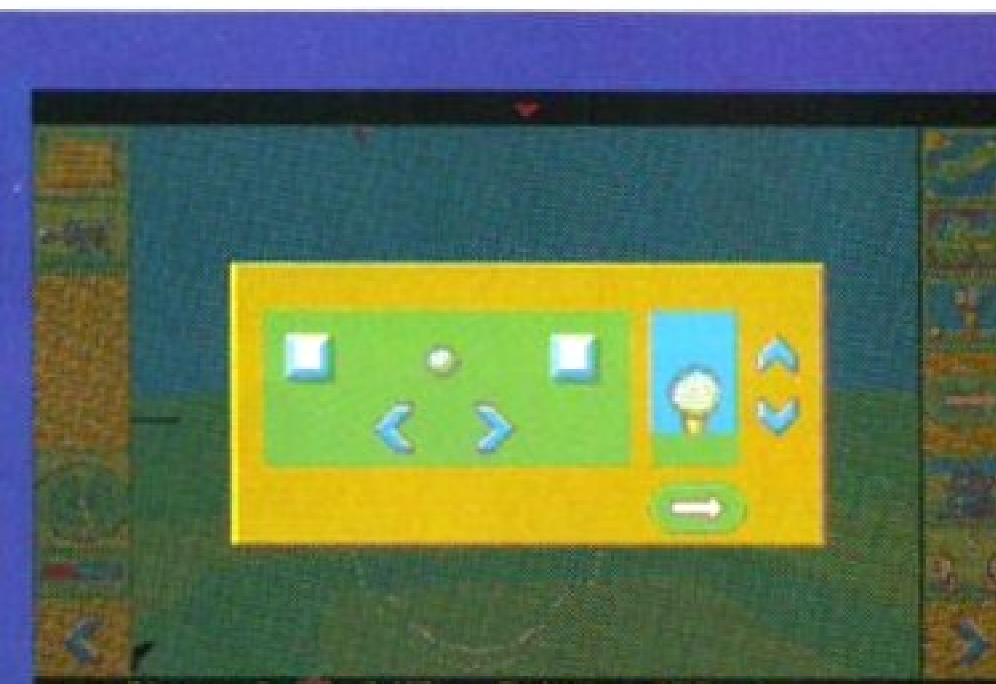
Between each hole you get to mark up your card. This shows exactly where you stand in the competition. Why is it that popular impressionists are always golfers: Russ Abbot, Mike Yarwood, Renoir...



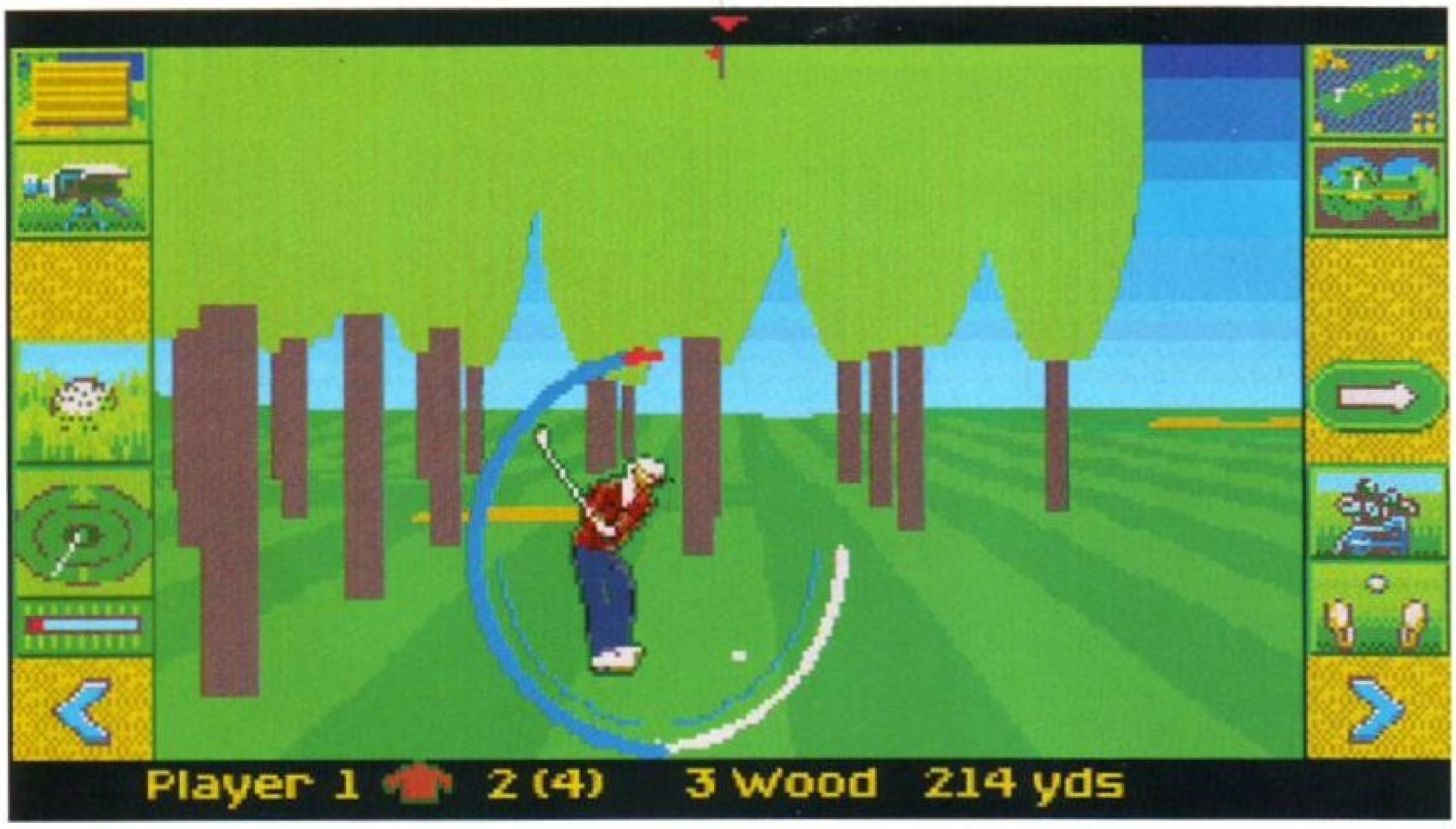
At the beginning of each hole a map is displayed. It shows the lay of the land and is used to line up your shot in terms of direction and range.



Nice shoes, very Paine Stewart! How you stand affects your swing. So for certain shots (especially lofter and chip shots) it pays to move your feet.

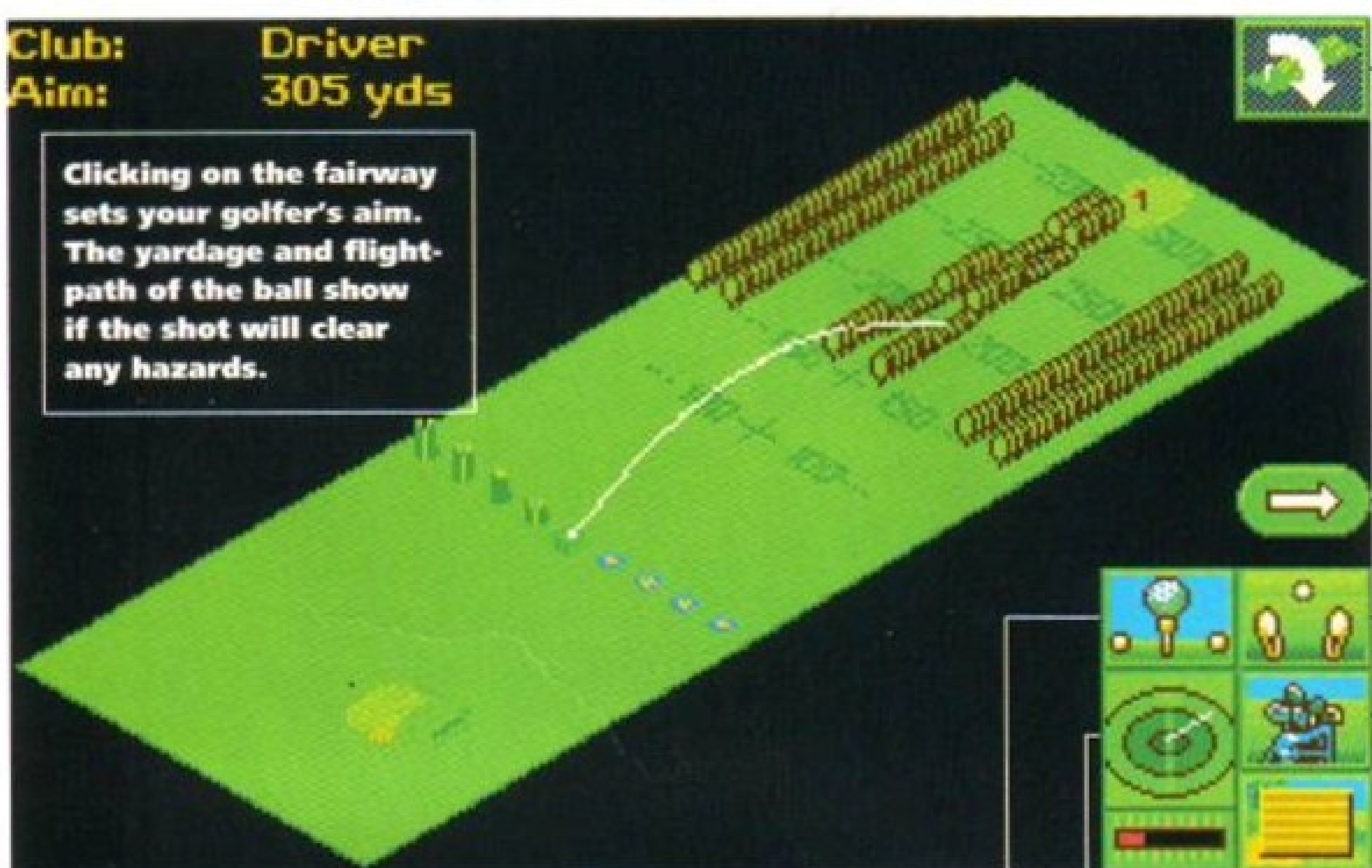


Tee time (ow)! The height of the tee does lots of weird things to the flight of the ball. So choose the correct set-up to suit both the shot and conditions.



Taking a drive in the woods can be hazardous to your handicap. The trees here may look a little lame but they prove to be a match for all but the very best. If you get wooded, it's always best to play for the fairway and not the pin.

PRACTICE MAKES PERFECT – OR AT LEAST LEVEL PAR



Clicking on the fairway sets your golfer's aim. The yardage and flight-path of the ball show if the shot will clear any hazards.

Flip course – If you're unsure about a shot check it out from another view.

Proceed to tee – This icon always moves you on to the next screen or shot.

Adjust stance – Particularly important when you're in bunkers or trouble.

Choose club – The computer doesn't always pick the best stick, so check!

Return to main menu – If you've had enough, or want to start another game.

Wind power – No not Viz style, this shows the wind's strength.

Wind direction – The radar-style scope shows where the wind's coming from.

Tee choice – Players can choose the height of the tee and its position.

When you're doing well, but you're not doing great it's not time to call in the DTI but time to practice. As MicroProse Golf is more a simulation than a straight game, it really pays to spend some time on the driving range exploring every angle of play from the swing to stance. Both a driving range and a putting green offered for practice by the MicroProse club house. Extensive use of both is highly recommended.

The penalty for such help is that you never get a level, medium-paced, green, so adjustments have to be made for each hole. A subtle difference, this mechanism forces a shift of focus from reading a power bar to reading the greens.

Birdie 2

Golf isn't just a sweet strokeplay sim. It squeezes every last drop of flexibility from both its 3D polygon environment and real world sport. Five spectacular camera angles allow each shot to be followed in true TV style. Each hole's horrors can be viewed with a zoom facility that races a camera down the fairway and straight to the hole, a stroke-by-stroke guide of where not to hit.

When you get to the green the player options really come into their own. To help you read a green for the slope and break, an overlaid grid is used to show up any irregularities in the putting surface. To check that the line breaks aren't just monitor tricks, you can view each putt from the side and behind the hole. These views give vital clues that only

MicroProse Golf is definitely top of the order of merit on the Amiga tour.

fools and the heavily handicapped dare ignore.

Good shots are rare birds – eagles or albatrosses! – so you always want to see them in replay, maybe even store them for posterity. Once again the player comes first and on hand at all times are replay facilities and 'save shot' options are offered – so golden golfing moments can be saved forever. Quite who you'd show them to is another matter, but it's comforting to know they're there.

Par 4

Golf offers ultra-fine control for the players willing to read the huge manual. Stance can be altered to affect the outcome of a shot, the ball height on the tee is controllable as is the position of the tee itself. The wind gauge is easily read – unlike earlier golf games – thanks to the use of a simple radar-style display and power bar. Both must be read and adjusted for if your shot is to end up on the correct fairway. These features combined with the elegant stroke sys-

Continued overleaf



With all the serious business taken care of, set up the view of the shot you want. Most are spectacular panning and swooping affairs that turn the stomach.

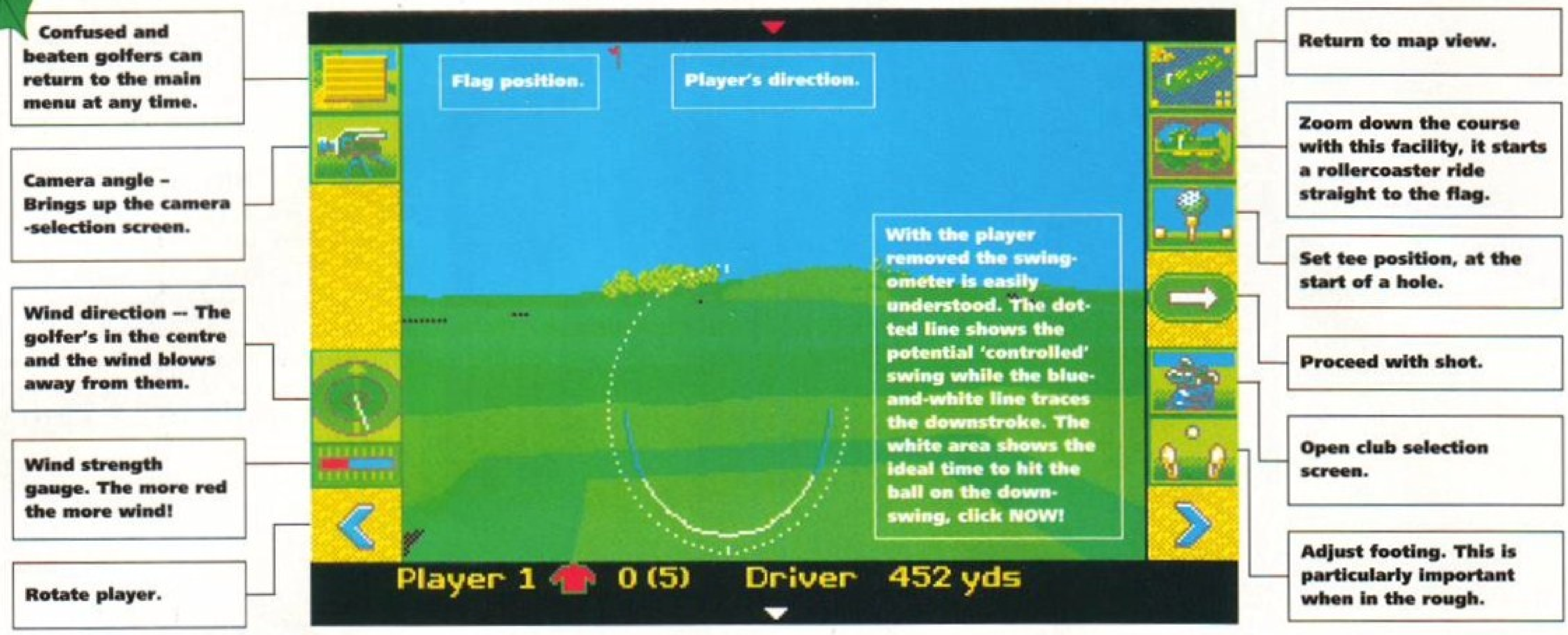


Once you've set everything up then it's time to drive. Click on the arrow to start the swing and wait for the little bloke to wind up his hitting power.



After the tee shot it's always wise to check out which clubs are best for the second shot. Is the computer's choice best or maybe you know better?

TAKING THE CADDY' OUT FOR A DRIVE



tem ensure that time spent on the driving range is time saved from the bunkers.

Golf isn't just about winning though, it's important but it is not the sole driving force. It's about improving your game, round after round. Using a system borrowed from its flight sims, *MicroProse Golf* introduces an escalating system of challenge and reward. The real thing thrives on handicaps, where lesser players are compensated with 'free strokes' to make matches fair. To emulate this a player can be saved to disk after a good round, which slowly lowers their handicap and makes the game tougher. Victories that rely on 'free' shots seem hollow once your handicap falls.

Double bogey

MicroProse's sim isn't fast, it's played at a steady stroll. Each shot takes a few seconds to line up and there are brief pauses while the screen is redrawn after a change of angle. In the old world of computer golf pauses were common, here they are brief by comparison.

The weakest part of the game is no doubt its sound. Golf the sport is not noted for its dynamic noise, but only the swing sounds good here. The ball dropping into the hole is just a dull plop – still a welcome sound on a tricky green – while hitting sand or water is as disappointing as it is disastrous. Such sound problems are a slight handicap, but they don't ruin Golf's card.



Gentlemen choose your fate! How will you be defeated in a tournament, a best-ball, medal threesome or a skins match – although the last two would sound more at home in the small ads in The Sunday Sport. Entry to certain matches are restricted to saved and handicapped players – no novices!

Here you have on offer everything that a budding tee merchant could wish for. There's a bag full of clubs, six different courses too and a variety of matches to choose from, but only one skill level – yours! *Golf* easily makes the grade in the options department but it is its balance of playability and accuracy that make it an albatross all the way.

MicroProse Golf is top of the order of merit on the Amiga tour. Its strong simulation roots allow it to borrow gameplay tricks direct from its source sport. It fleshes out every facet of the game from stance, through to club selection and shot choice. Folks seeking a few quick holes, can play on novice level unhindered by the wind or handicap. Serious green stalkers can take the time to scour the manual for clues on how to improve their swing.

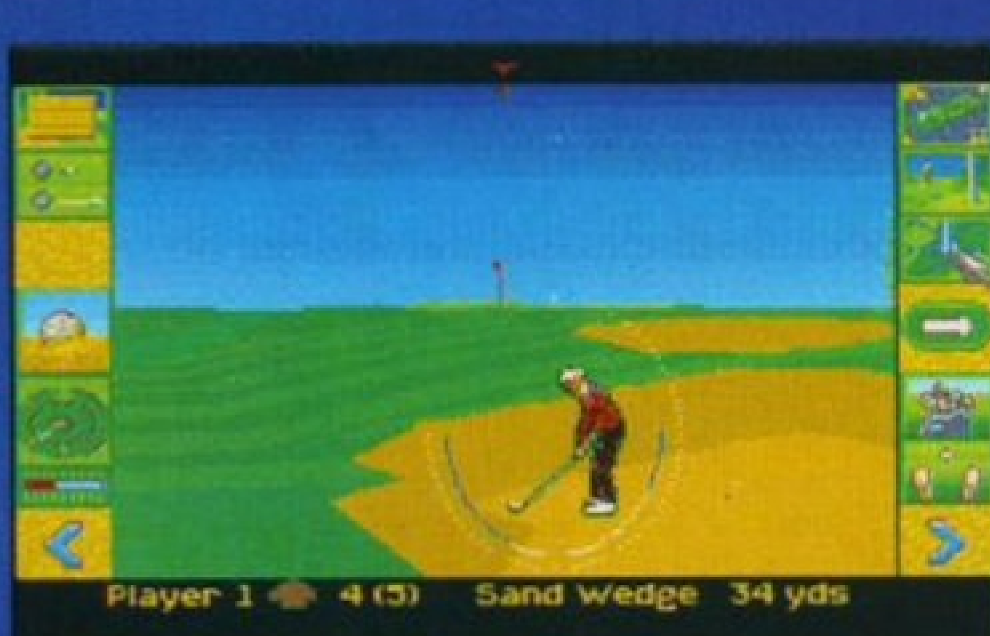
MicroProse Golf is a simulation, not a game, so those who stick with the program will gain most from it – there's enough gameplay here to keep even Messers Faldo and Woosnam clicking for months! The 19th hole was always considered to be the golf club bar, but with *MicroProse Golf* doing the rounds it could well now be df0:.

Trenton Webb

MicroProse Golf
MicroProse ■ £30.99

- All the options you'd expect and many, many more.
- Handicap system allows early victories and spurs later learning.
- Strong mix of vector graphics and sprites.
- Player-centric nature is reassuring.
- A toughly realistic golf simulation that goes straight to the top of the leaderboard.

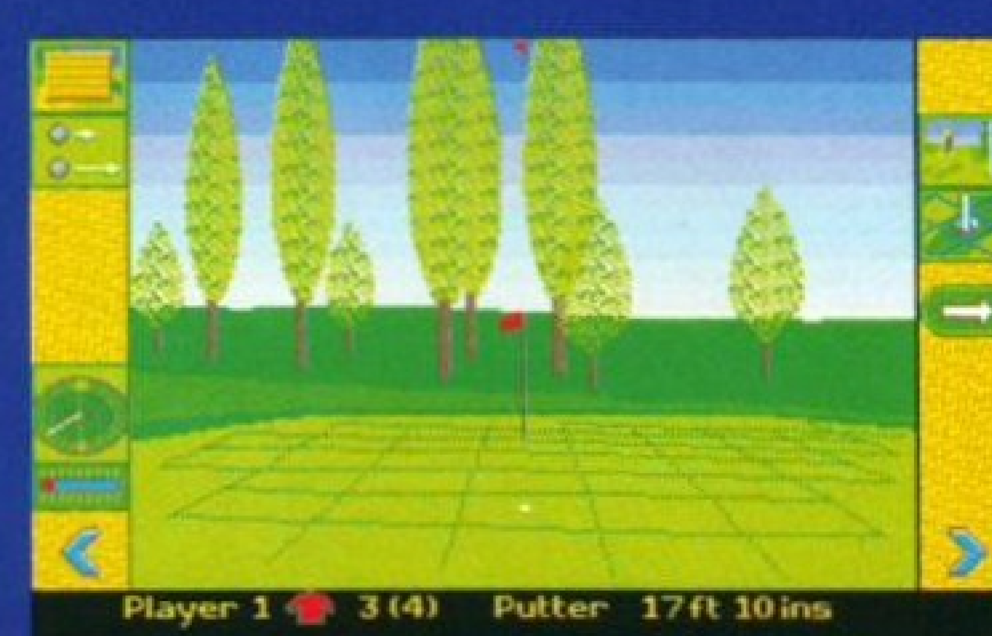
AMIGA FORMAT Verdict 90%



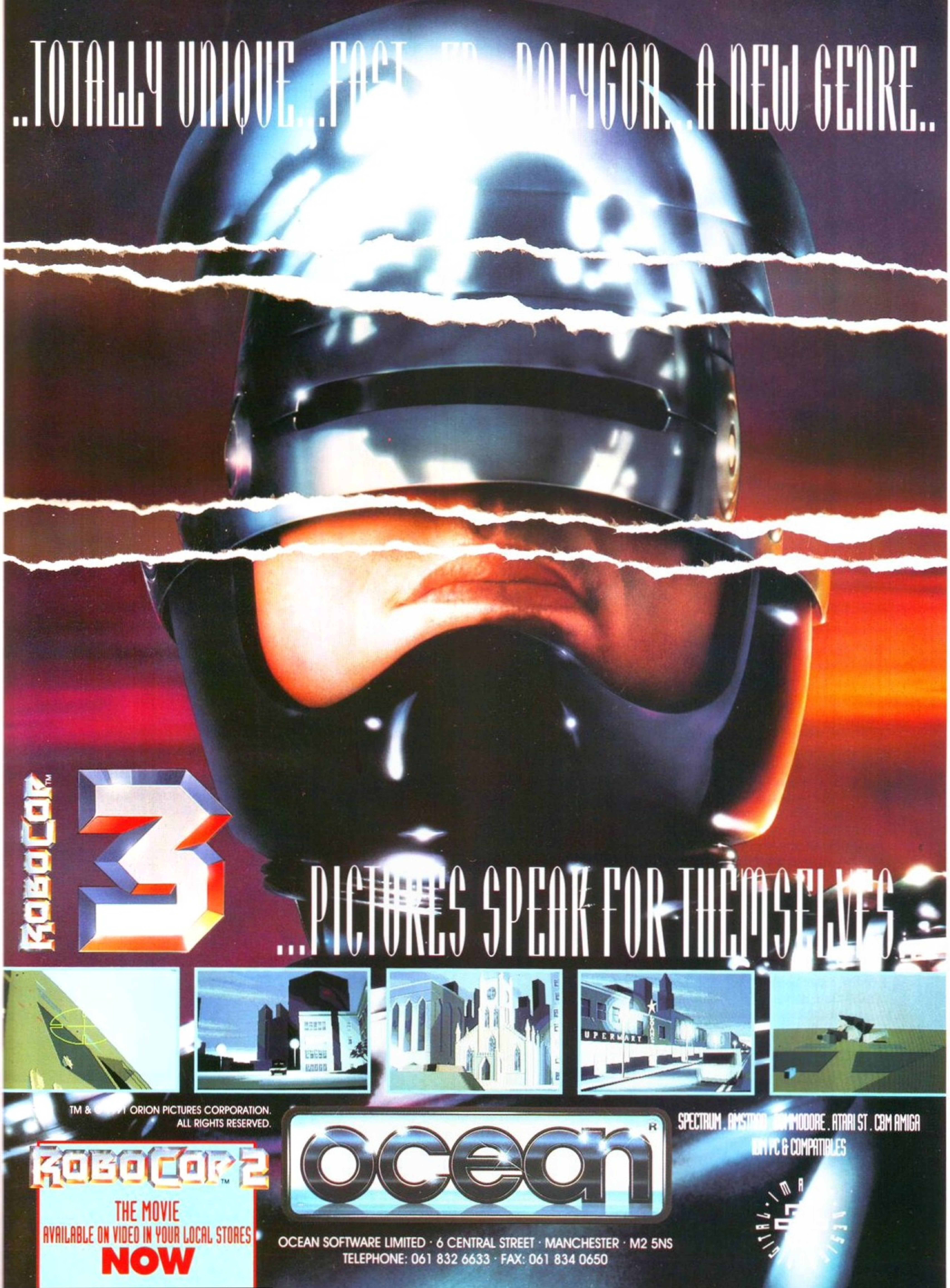
Ending up in a bunker has one advantage, you know which club to use – a sand wedge! Playing from sand depends on the lie, if it's buried so are your chances.



Once on the green check its speed. The pace of the green refers only to the cut of the grass, not the slope. You have to find that out the hard way!



One final check is always worth it. Using the grid you can view the hole from the front, the side and behind the ball. Luckily this one's real flat.



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With echoes of the gamestyles of yesteryear, Fuzzball mixes up classy cute graphics and hard-nosed waggling arcade gameplay.

Life is hell, at least it is if you're a fuzzball on a mission from God – well the local wizard really. You're the the blue fluff ball that spits deadly shots to slay the fuzzball invaders. Leaping around between platforms you have to collect all the jewels, kill all the monsters and stay alive. What could possibly be easier...?



Fuzzball

At times Fuzzball would start Mother Teresa cursing, but once she got a high score...

Fuzzballs have become a problem. Springing from a sorcerer's magic box, the fluffy critters have taken over his tower. You, the sorcerer's apprentice, have turned yourself into a fuzzball too and as punishment are sent up the tower to round the others up. If you complete this penance then the wizard will turn you back into human form; fail and you're a fuzzball for life.

The tower provides one part of this tricky problem, the fuzzballs themselves are another. The tower is a platform palace, crammed with small ledges which provide an ideal hiding place for the escaped fluffies. The final twist is that the fuzzballs have raided the wizard's treasure room and scattered his considerable horde of gems about the place. Every single last jewel has to be collected and every fuzzball exterminated if you are to regain human shape. If you think this sounds easy! Then think again!

The trouble with tribbles

The trouble with fuzzballs is that they won't stay dead. Shoot one and they shrink into a tiny ball. At this point you have to leap onto the fallen fuzzball to nudge them from the ledge. Fail and they return in a tougher purple form which takes far more shots to kill.

If they are shot and left to regenerate again they turn black and that's bad news. Not only are black balls harder to hurt but they have a limited intelligence. The instant you shoot one they actively seek you out. Fail once more to top the critter and the fuzzball turns red. At this point they no longer wait to be shot, but just come hunting for your hide.

The upside of this vicious little trait is that the harder the colour, the greater the points value. Points are the key to success in *Fuzzball* as for every 100,000 an extra life is earned. Luckily 100,000 isn't that high a total and forcing the fuzzies to cough up the necessary extra points for a bonus life has a peculiarly just ring to it.

The delicate balance between player points and punishment is continued through the game's time limit. If you fail to clear the level within a set time – the time limit isn't displayed, but is generous – then a horde of bats escape and kill you. The first time this happens it feels real vicious, not just unpleasant, not just nasty, but downright unfair. But, when the screen clears however and you restart the level, it's been cleared of all the fuzzballs and fatal traps. This allows you to romp home, get the goodies and get out.



Slick intro's are currently in vogue and this one's a doozy. It has strong Fantasia overtones and sets the tone for this cutesy romp.

The final part of the equation is the expected high level of 'stick skill. The maps are require pixel perfect jumps both to reach the safety of solid ground and to avoid the fuzzballs. Many platforms can be jumped through on the up too, so it's vital that you watch the skies as well as the floor. If you hit a beasty on the hop then you die in most annoying fashion. But, if you insist on doing silly things you deserve to suffer. A fuzzball's life is a harsh but fair one.

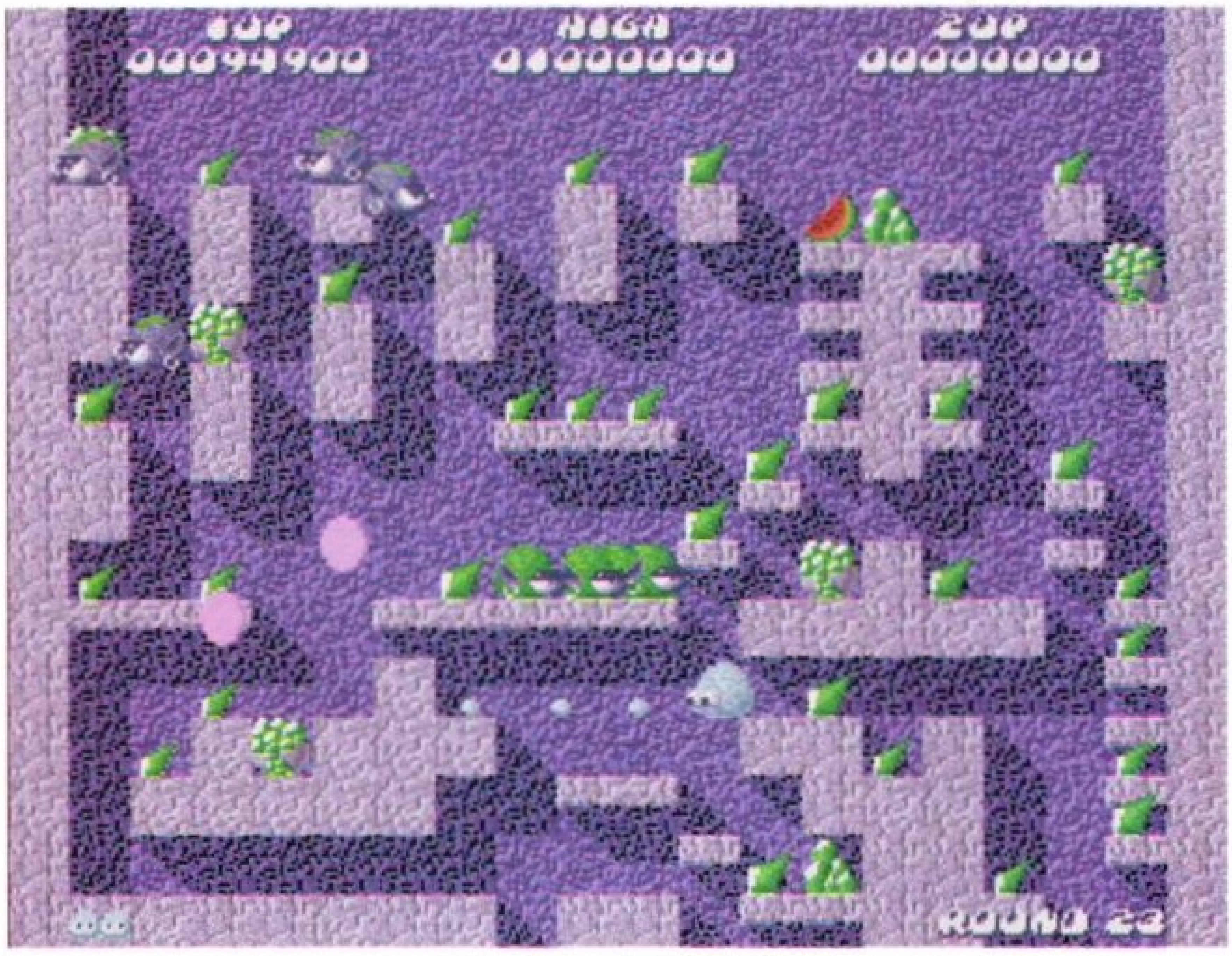
Level headed

Fuzzball is not just a leap and shot number, each set of levels has a theme and their own particular hazards. The ice level for instance, tests control by adding a skidding momentum to each stopping move. It doesn't make life easier, but it sure makes life more interesting.

Most levels also exhibit maze tendencies, where the jewels have to be collected and the fuzzballs killed in a set order. Leap for the big shiny points magnet at the beginning of the round and you can find yourself safe but stuck. So each layout has to be scanned for its route in advance, if you are to avoid the frustration of ending up stuffed and sat in a corner when the bats arrive on the scene.



Even the early levels of Fuzzball have a tight gameplay feel. This is level three and already there are some real nasty moments. The tennis ball in the bottom right bounces in an evil pattern, passing through the platforms, killing any fuz' folk they touch.



Points make prizes, or at least extra lives. Every 100,000 points you get an extra fuzzie life, which is just as well because this game has a real tough edge to it. Each jewel earns a few points, but repeated slaying the same enemy (they regenerate) earns masses. Trouble is they get nastier every time they die, so let's be careful out there!

They look cuddly but are as vicious as hell, that's the Fuzzball way. It's a platform challenge in the classic style, but do the furry critters cut it as cuties?

Fuzzball is an exercise in control, of both your character and your temper. Despite being small and spherical you have surprisingly free movement. No fluke, this has been assessed and added into the game, with platforms and jewels in apparently inaccessible nooks and crannies. You have to calculate how to reach them and back it up with accurate joystick work. This can prove annoying, but in best puzzle style. You know why you died, and why you went wrong!

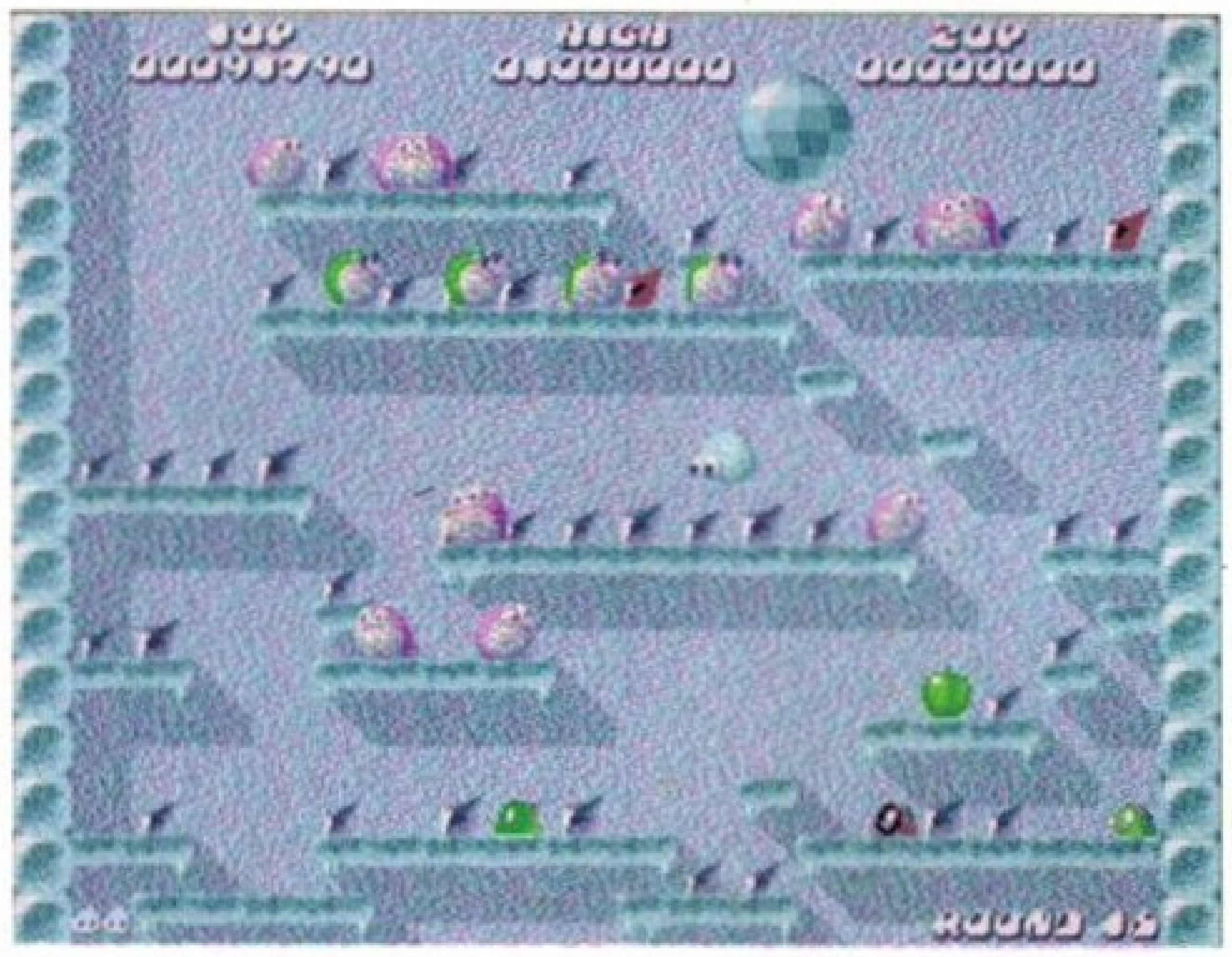
Minimalist moments

Disguising the game's vicious bite are heavy-duty cutesy graphics. The intro's awash with *Fantasia* overtones and it is System 3's best opener to date. Once in the game the fuzzball's have an appealing minimalism. Like all classic cutesy stars, the simpler the design the stronger their appeal – just look at the *Lemmings* – and you can't get much simpler than a coloured circle with eyes. The fuzzballs all start plain and are increasingly dressed up to suit their surroundings. An array of plinkety, plink tunes do their best to keep pace with the visuals, but eventually fall foul of the volume control.

System 3 were aiming to recapture the gameplay feel of the old arcade classics and mix it with quality 1990s graphics. They have succeeded in all areas save one. Whereas everything else is fair with reward and risk balanced, the regenerative monsters are not. If a fuzzball is shot into black or red status and you die before jumping it in to oblivion, the game restarts with them still in ultra-hostile mode. The extra shots needed to slay them then throw this delicate skills test out of kilter. The red devils are too tough to kill from a vulnerable game restart position, and no amount of player skill can escape this trap. The reds do what reds do best, and go for the throat – although where exactly the throat is on a ball of fur isn't that clear!

Balancing acts

Fuzzball is a strong, cute, platform challenge that's best suited to the extremely patient. It has its rewards and does evoke many memories of yesteryear's playing styles, in terms of control and balance. It's when this balance is destroyed by the fuzzballs who don't reset, that it falls down. This could have been offset with more frequent level passwords, but unfortunately these only pop-up every 10 levels, rather than at the end of each.



The real pain on this level are the unkillable jellies. They have to be jumped over rather than on. Watch when leaping around on the closely packed platforms as jumping up into the jellies is still deadly.

Fuzzball is playable and cute, but the vicious bite of the gameplay is overpowering in the early stages. Plough on and you will prosper, but you need to suffer for the points harvest to come. This one negative element has to be weighed against its fistful of excellent elements: cute graphics, neat intro, precise character control and a £19.99 price point. At times *Fuzzball* would start Mother Teresa cursing, but then when she got a high score...

Trenton Webb



Fuzzballs Chicago style. The Blues Brothers Fuzzies look relaxed and cool but one shot will put them into pursuit mode. Another trap is the lone jewel in the bottom left corner. If you go for that first then you'll find yourself trapped.

Fuzzball
System 3 ■ £19.99

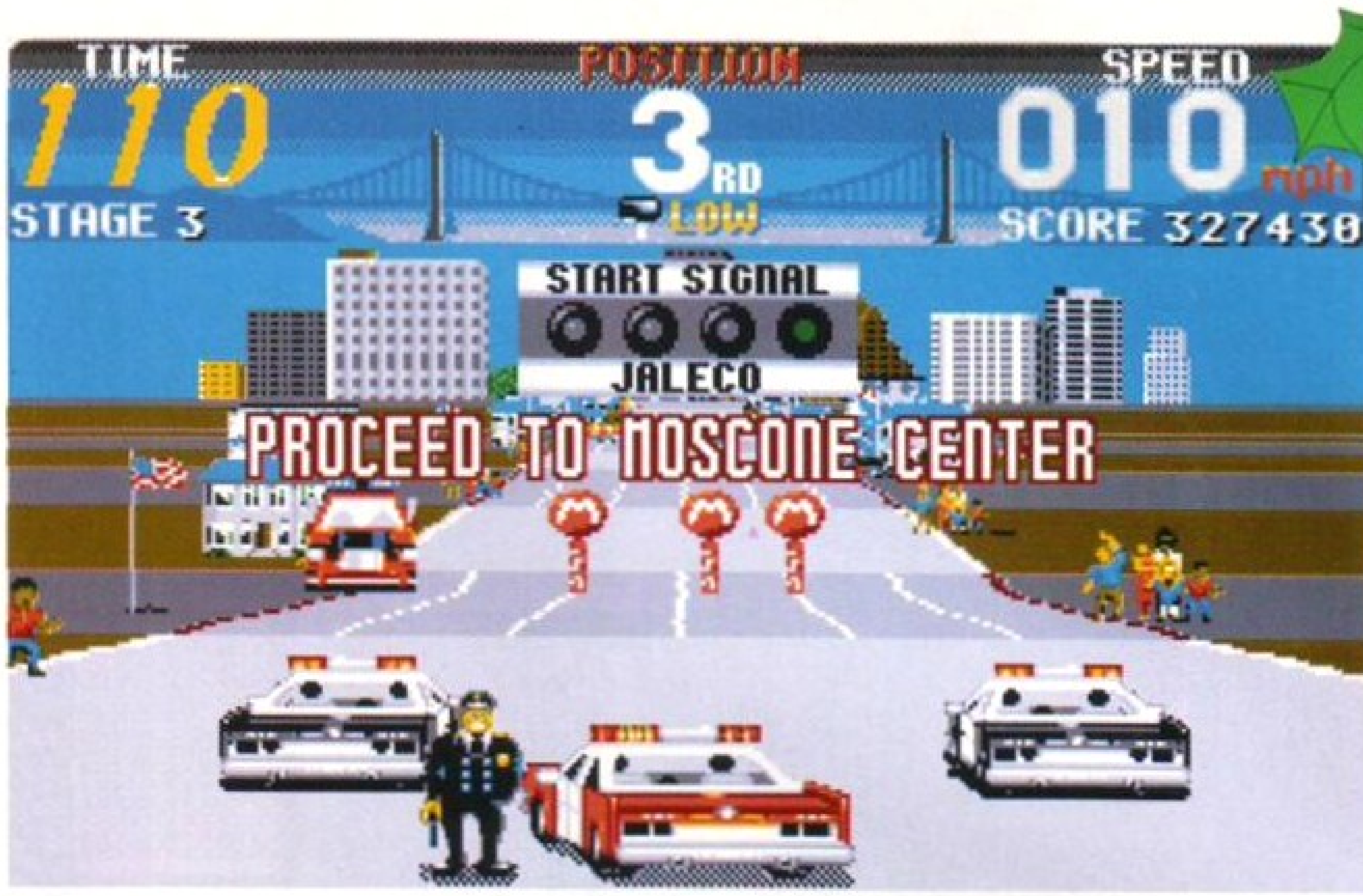
- It looks very cute and very cuddly but has a really vicious bite.
- Great graphics and very slick intro.
- Finely balanced gameplay is demanding but at the same time it's rewarding.
- Regenerative bad guys make life unduly tough and hard.
- A cute platform challenge for the brave, the skilled and the patient.

AMIGA FORMAT Verdict **80%**

"If you're going to San Francisco, be sure to wear a flower in your hair," This is what Scott Mckenzie told you. But if you're going to play *Cisco Heat* then forget about the flower, drive like a nutter and sound your horn continuously. This is Image Works' somewhat different plea.

Here we have a police race-and-chase arcade that's set on the streets of San Francisco – a Jaleco coin-op production! The California Highway Patrol have sealed off the roads in the city centre for a charity race to find the State's best police driver. There are no real rules to this race, other than finishing each of the stages within the allotted time limit, so breaking the speed limit, crashing and sounding your horn in a built-up area are all perfectly permissible.

We're off for level three, which ends somewhere called Moscone Centre. Knowing the route isn't all that important, though, because large signs sit in the middle of the road telling you it's time to turn. Regardless of their size they're easy to miss when you're travelling at a ton plus. You know which way to go, it's the turning that proves real tough.



Cisco Heat

Golden Gate

As the race revs up, you're offered two cars to drive. One's a classic cop black 'n' white which is fast but can't turn very easily, while the other is a modern roadster which corners well but lacks pace. No sooner have you chosen your chariot than the lights go green and the tyre screeching starts.

Racing is all about screaming along at full whack, dodging both the other competitors and rubber neckers who've strayed on to the course. Your fellow officers have to be avoided, but fortunately sounding your horn swiftly encourages the civilians aside. It's like drag racing in a London cab, with the accelerator and horn in constant use.

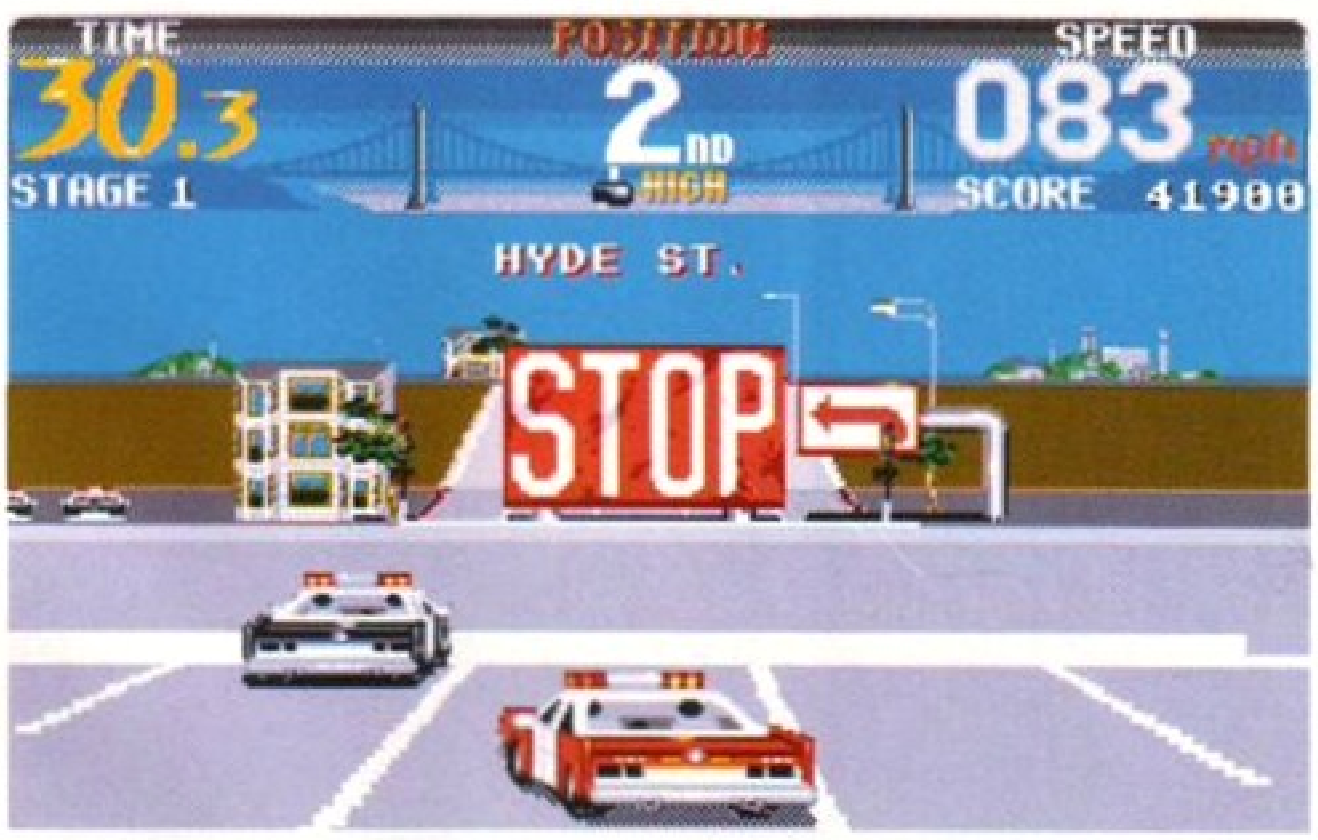
San Francisco lends itself this dramatic car duel for two righteous reasons: it has spectacular hills which add that roller-coaster feel to the race, and like most US cities all the corners are on right angles. So, while dodging the trams and the traffic you also have to be ready for 45 degree slopes and 90 degree bends! The road obstacles and corners dominate *Cisco Heat*. You have to be able to spot trouble in the distance if you want to win and as the race progresses, obstacles line up to form traps that require quick stick flicks to avoid. The corners are simply a matter of timing and faith, point the motor at the right second, then hope to pull it straight on the other side.



Last level time and some fool has left tumble weeds on the track. Around the bend lay killer traffic cones and oil spills.

Muscone Centre

Cisco Heat works well. The roads flash by pretty swiftly, if not exactly smoothly, and the rolling hills are as good on the computer version as they were on the arcade. The controls are positive, thoughtfully condensed from two pedals, steering wheel and gear lever into joystick and keyboard combinations. They take a little while to get the hang of but leave the drivers free to concentrate on their direction and not their driving.



I really think that a left turn would be ever such a wise move! These are the signs of the times when you spin that wheel (joystick), squeal the tyres and write-off the motor.

Your choice of car can make all the difference to the game. This Japanese-style machine is good on the corners but lacks top-end poke and power.

The driving has translated nearly as well as the control system, retaining the nip and tuck feel that was so effective in the arcade. In the corners though, the conversion falls foul. On the coin-op you had to wrench the wheel around and hang on for grim death as the pneumatically-juddering wheel fought to break your grip. On the Amiga these tense trials are reduced to mild timing tests. The corners were *Cisco Heat's* primary claim to arcade fame, an effect that marked it out from the other car-based coin-ops. And without them the conversion loses power.



Although it really tries to make the racing grade it falls short in certain key areas. Arcade racers in general, rarely offer enough variety to sustain long-term gaming interest and *Cisco Heat* is no different. It doesn't have enough new tricks to throw at drivers to make the later stages a challenge. This makes Cisco Heat predictable and exposes the game's final, fatal, flaw: it's too short. Good sprite drivers will finish this course in a matter of hours and even average stick wielders should only take a little bit longer.

Nob Hill

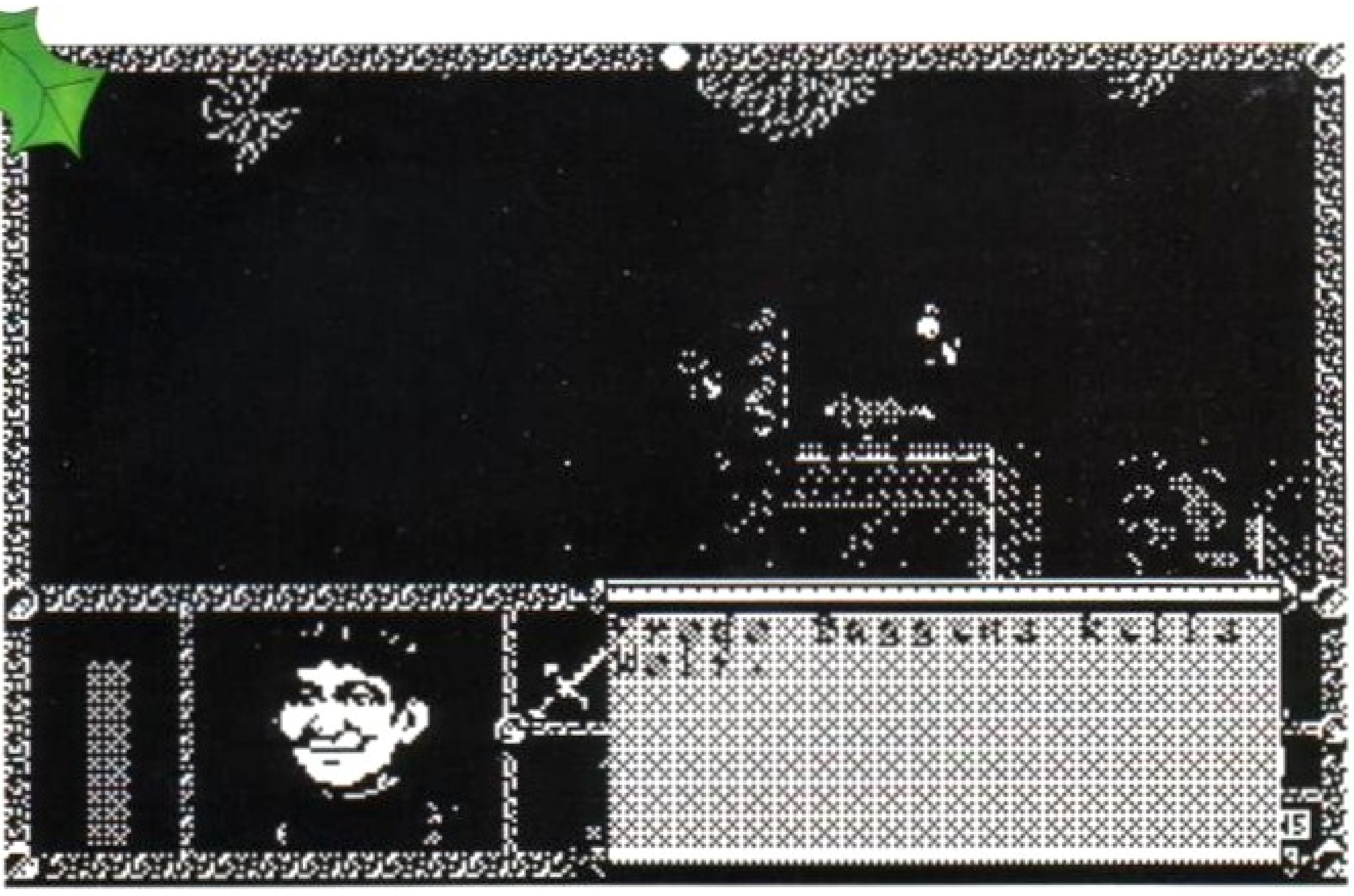
The Amiga racing world at the moment already makes the M25 look somewhat deserted, so new car games have to offer something special if they are to survive comparison with *Lotus II* – the reigning champion. *Cisco Heat* has little to offer except the similarity with its arcade parent; and while it retains the arcade's brevity it loses the coin-op's cornering challenge. Sure, blasting through down-town San Francisco is amusing in the short term, but short-term is all you get.

Trenton Webb

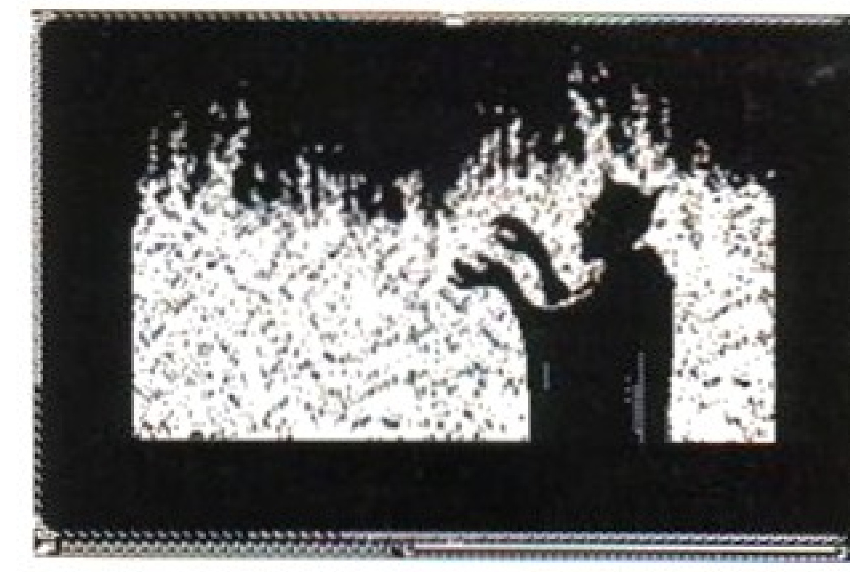
Cisco Heat
Image Works ■ £25.99

- Strong replica of the Jaleco coin-op.
- Tight control system with a good keyboard joystick balance.
- The right angle corners aren't as terrifying as they should be.
- Graphically quite good: the roads and hills move along fast.
- Too easy and a bit too short to make it on the car game circuit.

Verdict 62%



Frodo's first day out and already he's made his first kill and rescued two lost children. Is he a hard-core hobbit dude, or what?



Sauron captures the One Ring and it's Game Over, man. No longer will little hobbits laugh and skip gaily in the streets... then again, it's not all bad.

Lord of the Rings

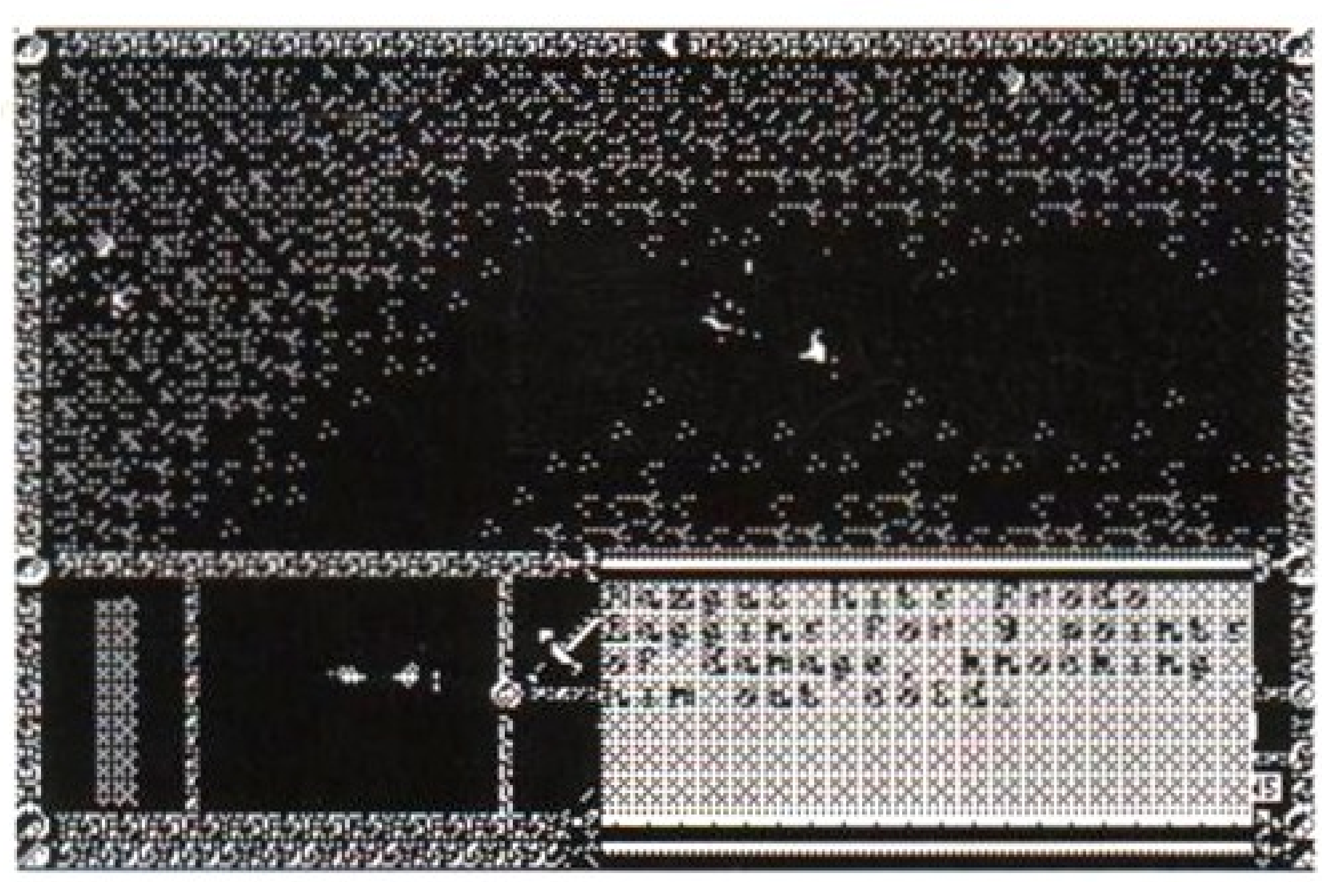
Gollum screamed: "Baggins – we hates it forever!". But he's in the minority because Tolkien's trilogy of Middle-Earth life must be one of the most well-read books in English literature. Even those who've never read it know about the heroic quests of Frodo, Bilbo and Gandalf, so it's quite a surprise that no one's turned it into a game before now.

Although the programmers have changed the encounters slightly, so that Tolkien fans will still find it a challenge, the plot is still basically the same. Frodo has been given the One Ring by Bilbo who has disappeared. Gandalf, the Grey Wizard learns of the ring's power and, realising that the forces of the dark lord Sauron will soon find it, he charges Frodo to take the ring to the elves at Rivendell and then on to – well, read the book if you want to find out. The intro sequence – one of the best this year – which tells the story of Bilbo's disappearance and the beginning of Frodo's quest. The atmospheric music which accompanies the intro is second to none and really does a lot to set the scene.

Flexible friend

The game itself is instantly accessible. As Frodo is standing outside his home with two of his best hobbit friends, you can recruit them and wander off. It's best to be wary of wading into a situation without thinking carefully about the consequences. Until you get a few, more powerful friends, three, unarmed hobbits are not much of a match for anyone.

The main way the adventure has been made playable for Tolkien fans who know the plot, is by adding a number of subplots, the successful completion of which gives you objects, people or information you need to complete the main quest. As you wander through the centre of the town, talking to the local hobbits, a number of sub-plots unfold around you. Rescue the lost child and perhaps his father may be grateful – who knows you might even find something that would be of use to you on your travels. If you stray too far from the beaten path, the game gently prompts you with suggestions, legend and rumour.



It could be said that when your party leader has just been rendered unconscious by an evil ringwraith, things are not going too well...

Unfortunately, although it's a game that you desperately want to like, there's a lot about it that's frustrating and infuriating. In particular, the game appears to be made for the American market where everyone has a hard disk, because disk accessing is endless. Every time a new character appears, the disk accesses. Every time a sound effect is played, the disk accesses. Every time you attack something, yes, you've guessed it: the disk accesses. The effect of this is to slow the game down. But not as much as the terminally-involved control system.

The way you move Frodo and his party is by moving the cursor arrow towards the side of the screen you want them to walk to and pressing the left mouse button. This is fine when you want them to walk in these directions, but if you want them to weave through small gaps or walk along diagonal paths – which is often necessary – the control system is a pain in the butt. The icon control bar, brought up with the right mouse button is clearly laid out, but also suffers similar problems.

Combatants

The combat system is amazing. If you get jumped by a wolf (which happens quite a bit), the wolf attacks. To counter attack you have to click on the attack icon and the wolf's name, wait until the disk loads the appropriate sound and then it will tell you whether you've missed.

Some early encounters can take over 10 minutes of button clicking just to kill a single wolf. Even more annoying is the fact it's very easy to wander into deadly situations while you're still weak. Spending two hours trekking around the town isn't too bad, but when you get killed without warning (a horseman gallops down the path and slays your whole party) you have to do it all again; bit by bit the slowness of play begins to grate on your nerves.

Tolkien fans will get a lot out of *Lord of the Rings*, if they can bear the tedious combat and movement systems, and that a good part of the game is spent moving across the terrain between encounters. The less patient, such as those used to *Eye of the Beholder* and similar systems, will get more excitement, adventure and VFM by buying Tolkien's original trilogy.

Paul Lyons

Lord of the Rings
Elec Arts ■ £29.99

- Atmospheric intro and soundtrack.
- Vast, varied and some quite beautifully drawn landscapes.
- Enough new puzzles to keep even Tolkien fans guessing.
- Tedius combat system.
- Ridiculous copy protection manages to interfere with the gameplay.

Amiga Format Verdict 72%


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Geoff Crammond changed Amiga driving forever with Stunt Car Racer. With Formula One it looks like he's up to his old tricks again!



Tough luck marshal, I ain't leaving town. One of Formula 1's most striking features is the fast blend of sprite and polygon graphics. This means you have slick racing motors and realistic marshals flagging cars down and pushing them from the road after a smash. Unfortunately you can't run them down no matter how hard you try.

Formula 1

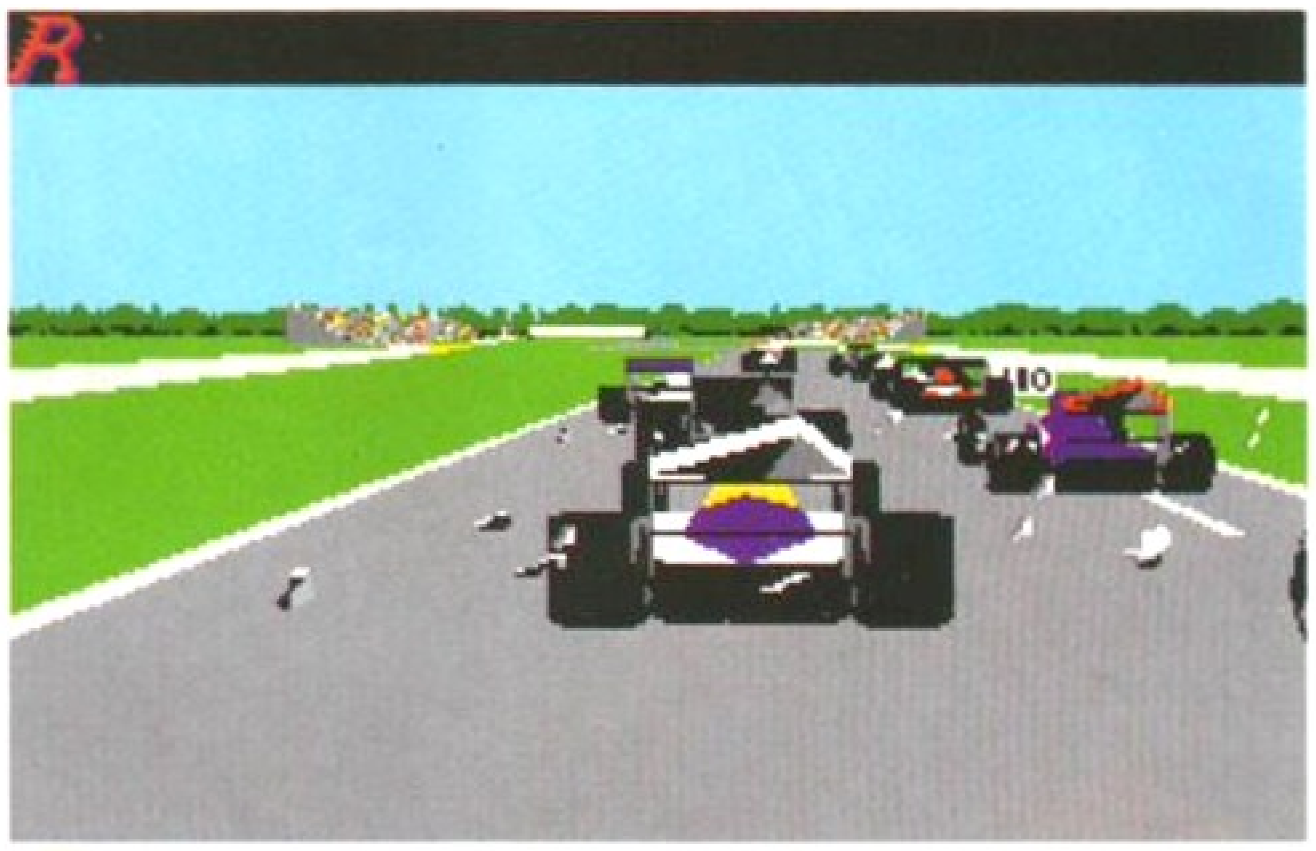
Despite the best efforts of McLaren Honda to turn this year's Grand Prix season into a 16-stage victory parade, Formula 1 retains its magic. The sheer power that throws cars forward faster than your average guided missile, plus the glamour of multi-million dollar automotive gambles, make it a very special sporting event. Now a 17th venue has been added to the racing schedule: your Amiga, courtesy of Geoff '*Stunt Car*' Crammond. And just like *Stunt Car Racer*, it takes computerised driving further and faster than ever before.

Short circuit

16 world Grand Prix circuits await. 26 different cars are idling on the grid, and a team of mechanics are standing by to tweak the car's set-up to your exact specifications. A full racing season is about to begin and you now have the chance to take the wheel in the world's most technologically advanced sport.

Each race begins with a qualifying round, where the pole position pecking order is decided. You've a few short laps in which to climb from the back of the grid and earn a good starting position. Using a custom set-up and ultra-adhesive tyres you have to make your time mark on the pack and learn the line of the circuit. Scream around the track at speed and you're rewarded with a high-priority position on race day, fail and you'll still start – there's no pre-qualifying – but from 26th place, which isn't always the curse it seems.

It's Sunday and the Grand Prix is about to start. The car's configuration has been changed: the wing's have been tweaked, different tyres selected and the braking balance shifted to suit the new track. The lights go red and the revs pick up. Lights go green and you start shifting gears through quick joystick clicks, the mass of stationary cars becomes a swarm of speeding metal slewing around as the torque hits the rubber which hits the track. Threading your way through the mayhem, you have to find the right line for the corner ahead.



From an outside view collisions shower the track in debris. It may look good, but it messes up both your car and your chances in the race. When the field bunches up drive real carefully.

Indianapolis 500 was king of the oval ring, but it has been dethroned by F1.

Ahead, two computer cars touch and one spins off. Fighting for the same line they come together in a Senna/Prost style debate over who has right of way. The field constricts to work a path past the marshals who are pushing the wreckage from track. Through the first corner and the field starts to spread out. Pushing up through the box the speed mounts and the race becomes a test of high-speed skill from slow pace dodging. Following the white race line along the straight, you check the mirrors so any challenge from behind can be firmly shut out. Trackside signs warn of an approaching bend's distance and direction, while a dashboard indicator flashes the best gear for that section of track.

The race reaches half distance, the field has strung out and now that the road is reasonably clear it's more a test of concentration than flat-out speed. The pit lights flash when the crew think you need a tyre change. Slowing as the lane markers appear the car pulls off the pit road and into your own bay. A rag wipes your visor, a jack lifts the car and a mad lollipop lady waves a 'Brakes On' sign in your face. The clock clicks off eight valuable race seconds before the wheels hit the floor and you power back out on to the track. The race is nearly half over: the rest is up to you. Have you got the skill and the stamina?

L driver

Formula 1 has three obvious goals: learning to drive and qualifying above 26th on the grid, winning a single Grand Prix and taking the F1 drivers' championship. The first objective is



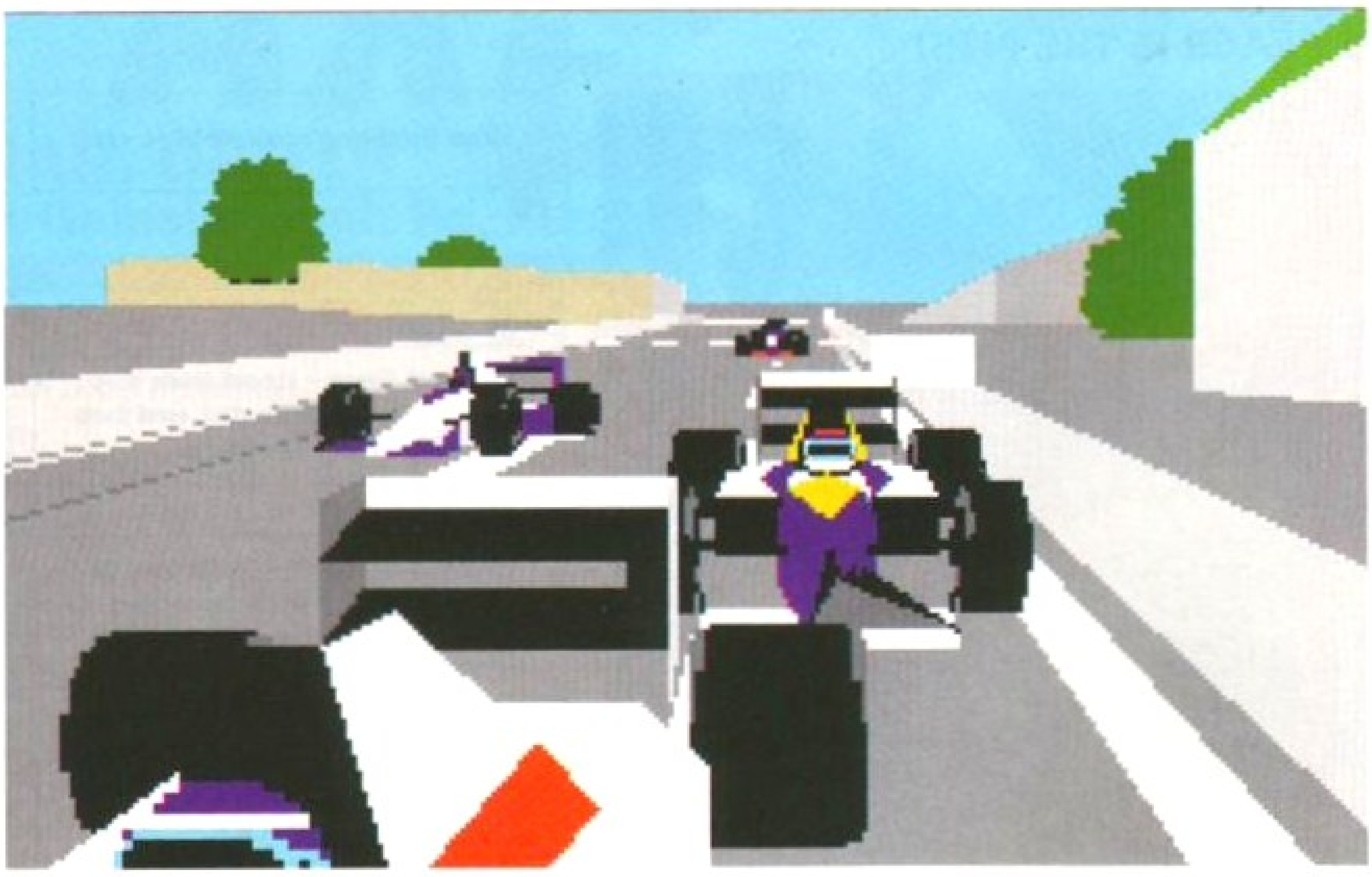
In the beginning there was a dream that hard work, innovative design and a brilliant driver and we've got the F1 championship. Better build the car then.



The car gets its first outing at the Hungaroring. So first it's time to check out what last year's racers did here, then try and beat it. Couldn't be easier.



Out on the grid for practice and lets see what this baby can do. Currently very little because pulling away in 4th is downright impractical.



Pausing the game allows you to view the last 20 seconds from a variety of angles. It's a great way to watch the great shunts you cause by driving too fast too often. When the 20 seconds are up you are returned to a paused position. You can swap views while still racing but that leaves more than a little bit of the driving process in the lap of the racing gods.



So the AA man said: "Well you see it's yer tappets, always a problem on this model". Repeat: "He's a very nice man," till fade.

Grand Prix

easily achieved once you understand quite how these high horsepower machines have to be driven, as well as how to set the car up to suit both your driving style and the track.

Any track can be chosen for practice, so all the circuits can be visited until you find one that feels right. This goes for winning your first GP too. Single races anywhere in the world can be set up, with the abilities of rivals restricted in order to give you a chance of success. Even with all the driver help functions enabled though, your fist victory will take some serious work.

The Drivers' Championship always remains the real aim of *F1*. The season takes you to all 16 circuits in a random order, so vast amounts of practice are needed to gain a competitive edge. Luckily the liberal save function helps here, with the even an option to save a game mid-race, and a car already set-up in race trim, so that you can slowly build better positions and higher points scores. It's not strictly realistic, but it does add an element of gamesmanship to the proceedings.

Lap land

F1 GP is racing at its best, real nip and tuck high-speed vector racing, that requires an addictive blend of skill and lunacy to ensure victory. It feels right, offers the right choices and has the visual power to carry the illusion. For a race game to work it has to convey both the sensation of speed and control. Real life road drivers need visual proof – as tactile response is negated – to convince them that each action has a definite and quantifiable effect on the car.

F1 gets the left foot tapping nervously for the brake with a host of tricks that make the car feel very real. Sudden acceleration or braking has the nose rising or dipping, an effect you hardly notice while driving because it's what you expect. Hit a kerb and the car bounces up. If you have the brakes balanced badly or the wrong wing set up, and the car suddenly understeers horribly, while revving on the kerbside grass gets you going nowhere except round in circles. The cars have that integral feel of being real models in operation on the proper world circuits.



Each track can be visited individually for practice or a one off GP. You get to see the layout and read all the relevant stats on best times,last years record etc.

The graphics are the only cue a driver gets – ignoring the high- pitched engine whine – and if they fail, the game itself is doomed. *F1* brings a mix of sprites and vector graphics to the track. The road and cars are constructed from polygons while the roadside objects, marshals and pit crew are all sprite based. In full detail mode the screen is full of information and peripheral Grand Prix graphics that give the game an air of authority. In lower detail settings, the heart of the race remains – track, signs and pit crew – but the roadside dressing is removed.

Monaco, for example, is unmistakably when driving around in full-detail mode but the additional stress it puts on the machine causes a slight chug. If you remove the superfluous stuff and then *Formula 1* flies. The tracks remain the same, the competition is just as tough, but the racing is fast enough to get drivers leaning when their sim cars are pulling turns at high speed.

Good sport

As a true sports simulation, *F1* is like *Jimmy White's Whirlwind Snooker* in one key respect: namely that due to the skills it forces you to learn, a slow and inglorious start is assured. Fortunately *F1* offers a bevy of 'cheat like' tweaks to help drivers through the learning process and into pole position. Braking, gear changing, self-righting after spins, no damage, having the best line shown on the road and gear suggestion options are always only an 'F' key-press away. But even when these are activated and all you have to do is point, the racing is still competitive, just far more

Continued overleaf



Now that's the way to do it! Finally having got the hang of that gear shift and throttle it's the cars first chance to overtake anything. Shame it's stopped.



Race day at last and way back down the grid the new MicroProse car looks ready for action. Sit in neutral and rev, then hit first and DRIVE!



A wee shunt on the first bend has realigned the car's front end. It doesn't appear to be a terminal problem, so carry on like this until the car falls apart.

THIS PLACE IS THE PITS!



Five levels of difficulty are on offer to test your skills. These govern what 'cheats' are on offer and how hard to push other drivers. Real drivers go for level five.

Six 'cheat' options are offered for learner drivers, to help them around the first few laps of their GP career.

- Auto brakes – Slow you down on bends.
- Auto gears – Chooses the right cogs.
- Spin – Sets cars the right way after spins.
- No damage – Crash as often as you please!
- Racing line – Displays white line on road.
- Best gear – Tells the best cogs for bend.

Man pushing broken blue car.

Current Gear – Good gear use can make a car faster and better at holding the road.

Suggested gear – Tells you the fastest gear for each section of the track. An essential extra!

Damage indicator – Parts go yellow when damaged. Too much yellow and: game over.

Opponent ability setting – Has three settings even, graduated or random. You choose!

Car info console – Tells speed, position and lap number.

Detail level – Full, medium or low. The lower the faster.

Pit Stop light – Pull over when it flashes for tyres/repairs etc.

friendly. Taking a leaf from *Indy 500's* book, crashes can be viewed and replayed from a multitude of angles, which helps soothe the initially rough ride. It's fun to watch the last 20 seconds of motorised mayhem from different positions. From within the game replays have little real purpose, other than encouraging gratuitous destruction, but they do help you weather the novice storm.

The ability range of opponents, the difficulty level, the performance of the different makes of car, the weather, set-ups and even the length of the race can be tailored to suit your present skill level and time limits. Not everybody wants to race for two hours solid, so the race can be cut down by either laps or time. Then, as you progress, these aids can gradually be dispensed with, allowing the frightening fragility of an Formula 1 car to dawn on both the driver and the game.

The manual helps you through those testing times when you try to get more out of the game. Well presented and clearly indexed, it offers a novice guide to a lap of Monza, a breakdown of all the tracks, set up tutorials and a trouble-shooting guide to what went wrong. It's reassuring, furthering the feeling of the game's structural and coding integrity. Changes to the car or driving technique show a difference and make the manual essential reading – even to the non-Amiga owner who wants to know more about modern motor racing.



Racing towards the tunnel at Monaco is one thing all true F1 fans just have to try. The hairpin bend before has thrown the car (main pic) out of sync so it's struggling to keep its place. (Inset) The attempt to remain unlapped fails as the red-and-white car overtakes.

Long live the King!

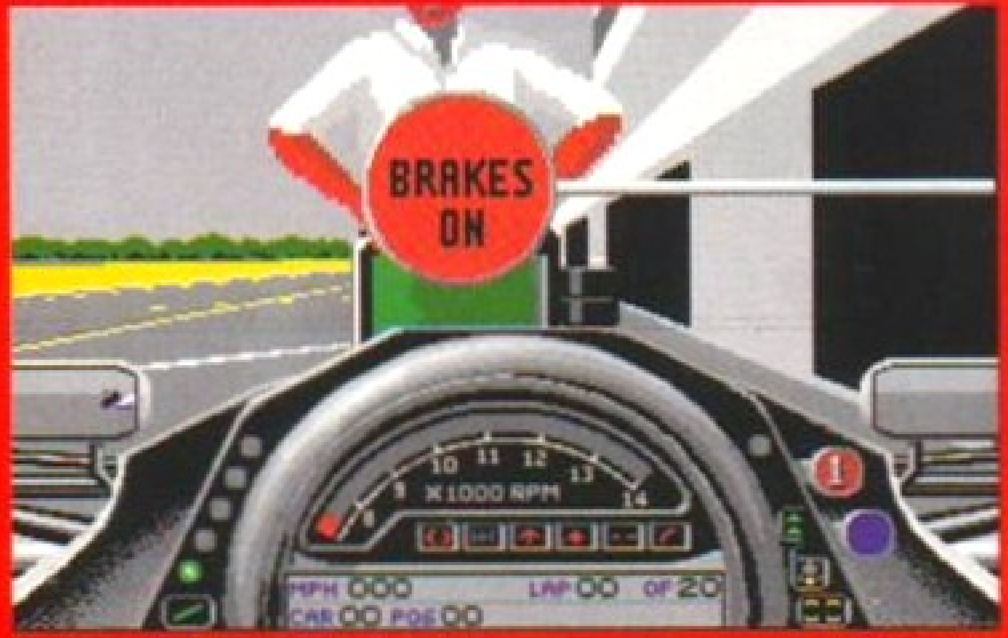
Indianapolis 500 was king of the oval ring, but it has been dethroned by *F1*. The chance to race on 16 different tracks – *Indy* only had the one – with the overall bigger prize of a Championship not just a single race victory draws you further into the game. In terms of tweaking your car both have much the same to offer, although *F1* is presented in a more friendly fashion. What really sets the two apart though is the polygon sprite mix achieved in *F1*. Marshals and pit crew are actually visible, the grandstands are still specks of colour pretending to be folk, but the roadside objects – trees, houses, yachts etc – allow *F1* to stand proud. It doesn't run as fast as Indy in this mode but it's equally as pretty and as fast in the stripped down, low detail, mode. *Formula One* is a tough one to beat. The three implicit aims neatly provide the extra impetus needed during the learning process of how to build and drive your car. It gives you the opportunity to explore and participate in a sport which most of us will only ever watch longingly. Now you can get out there and prove that you could be the next Alain Prost, Ayrton Senna or Olivier Grouillard (?).

Trenton Webb AF

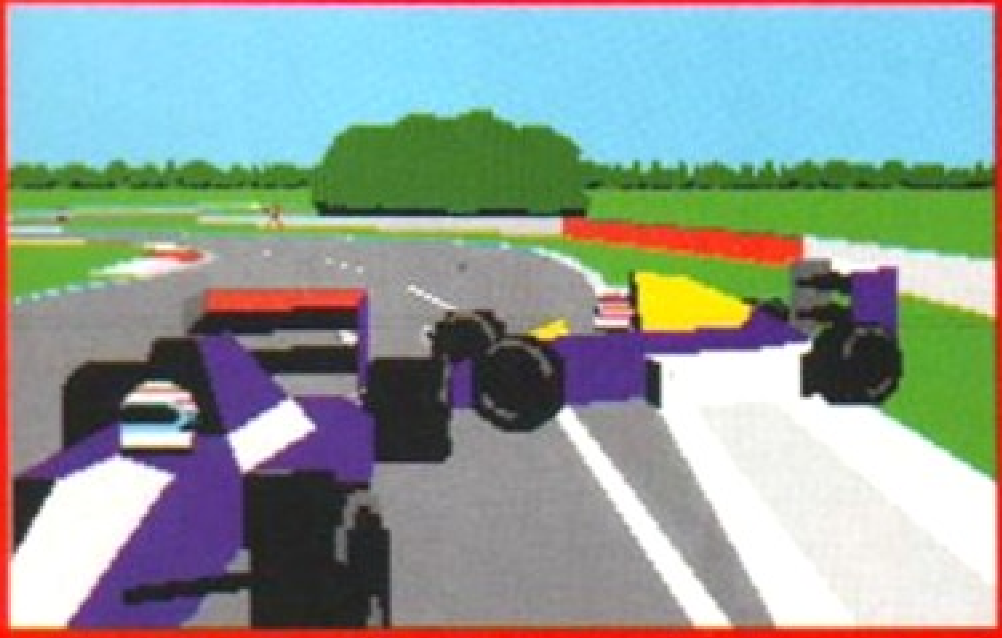
Formula 1 Grand Prix
MicroProse ■ £30.99

- A full Grand Prix season's worth in glorious vector polygons.
- Highly detailed or highly fast take your pick!
- Loads of options, masses of detail and vicious racing.
- This is one for both techno race heads and speed junkies.
- The new road race king, *Formula 1 Grand Prix* does the business.

Amiga Format Verdict **92%**



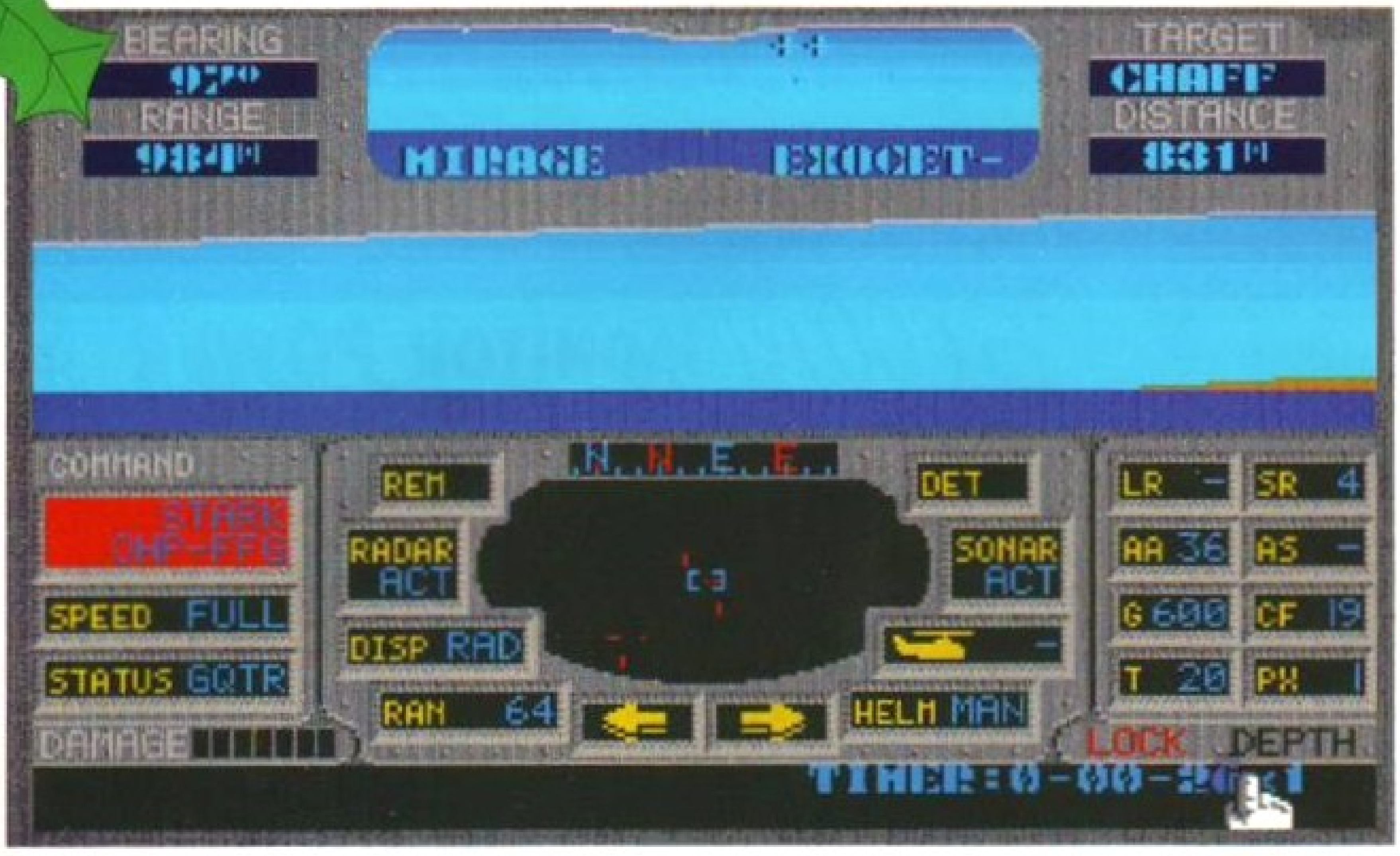
Half way through the race and the pit crew call you in for tyre change, wash and brush up. All mechanical problems will be rectified during this brief stop.



Oh bother! A slight miscalculation on the speed front has led to a little altercation with a rival car. A few swift hits with a hammer should sort it out though!



Maybe I was a little enthusiastic with the hammer! Ah well at least this way there's no need to wait a week for another race, just load another track.



Duck folks, here comes an Exocet. Modern missile warfare makes naval combat a swift and deadly encounter. You have to react and react the second that the missile warning hits the screen or you'll get a one-way ticket down to visit Davy Jone's Cloakroom – or something like that!



Steaming away from port with high hopes of seafaring glory. What a sad sight, it's all bound to end in tears, waves and life jacket!

Strike Fleet



An essential aid for any modern navy are ships. Luckily playing the US Navy – as opposed to the British – means you've still a got a silly range of ships to play with. Once you've stocked up with crew, munitions and good luck charms, it's time to set sail and brave the cruel sea.

Sea-faring simulations are fast becoming as popular as those of the aerial variety; MicroProse's excellent Silent Service II proved that you don't have to be able to pilot the most expensive aircraft in the world to enjoy a damned good sim. Now Electronic Arts have released *Strike Fleet*, which first surfaced on the C64 way back in 1987.

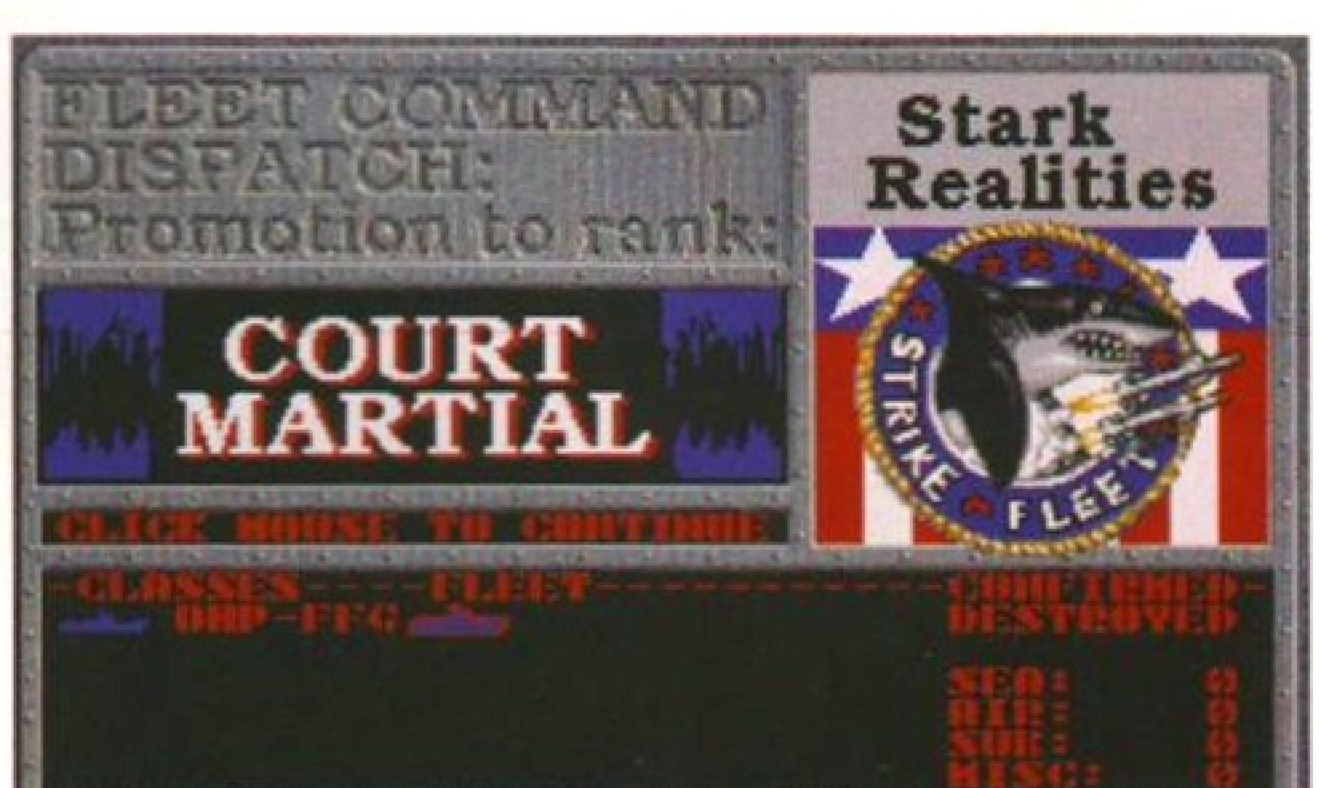
The idea behind the game sounds simple enough – you take control of a fleet of naval vessels (this is including deck-borne helicopters), and head into one of four different combat theatres – campaigns based around the real-life Falklands and Gulf conflicts, as well as the now-redundant, due to idea of an attack by Soviet forces from the North Sea, or the North Atlantic.

A life on the ocean wave

Having selected which campaign to follow, the scene shifts to that of an Allied naval base, from which the player can choose ships, names and weaponry for the on-coming battles. Then it's simply a case of deciding where to go and steaming at full speed to face the foe. Once underway, however, things can get a bit dull (half the war is wasted waiting for things to happen!), so the game time can be accelerated to 128 times normal speed! Eventually, with much steaming and time acceleration, vessels appear and depending upon their allegiance, either sit there or attempt to blow you out of the water!

The opposition has all manner of ships with which to shoot you away, but the real killers are helicopters, subs, and the dreaded Exocet missile. Of course, you're not completely helpless, with a variety of deck guns, depth charges, torpedoes, anti-missile missiles, and copters of your own, but it's always a close run thing.

Oh deary me! Well it was like this Commodore, one minute no iceberg, the next it was an early bath! If you fail in Strike Fleet then the punishment is severe demotion. Still it's better than swimming home!



Radar can be used to seek out ships at a distance, to discover which vessel is which (an early warning of battle readiness). With the radar on maximum long-range scan, enemy ships can be picked out and picked off. This is the essential spirit of modern naval combat, none of this short-range cannon nonsense, now the battle is won – if not fought – beyond visual range. This makes radar a tool no captain can afford to ignore if they want to win.

Once a specific aim is achieved (such as the sinking of a particular vessel, or fleet), it's back to base for repairs, refits, commendations and a well-earned mug of cocoa. Failure will mean a swift and merciless demotion, to something akin to captain of a garbage barge!

Ship in a bottle

Strike Fleet's main attraction lies in the fact that the novelty factor is still relatively high – the original C64 version was good, but wasn't really atmospheric enough to keep would-be Fleet Admirals stuck to their screens for long. With the Amiga's more flexible capabilities, *Strike Fleet* is still a tough game to get into, but the rewards are far greater. Although not graphically brilliant, what is there performs the task more than satisfactorily, but a little more in the way of sampled sounds would have improved matters.

One thing's for sure – *Strike Fleet* is tough, damned tough. Novices to this sort of sim will be lucky to survive five minutes in the water before having an Exocet fly down their throats. Those who are a little more experienced in these matters will find this to be a solid, challenging game with endless possibilities. If simulations interest and experience you even only in the slightest, have a look at this one, because you'll soon be absolutely hooked. All ahead, flank speed...

Robert Swan

Strike Fleet
Electronic Arts ■ £25.99

- Chunky manual with loads of information.
- Bit lacking in the sound department.
- The seas prove a bit heavy for the newcomer to the genre.
- Tough, challenging and highly absorbing.
- Enough to make you want to join the navy (well; almost).

Amiga Format Verdict **80%**


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Time for some Hagar speak: "Cor look at the flippers on that!". With Hagar's sword looking a bit on the low side he could probably do with a bit of beer power.

Hagar The Horrible

Fancy a beer? You can bet yourself a pint that Hagar does. The beer swigging overweight drunkard is back and this time he's in the form of a computer game character. Those familiar with Hagar will recognise him from the cartoon that appears in a daily rag, but for the unenlightened – you're obviously reading the quality press.

Hagar is your typical lager lout. He's always in the dog-house, but for now he has the opportunity to change this depressing image to that of a person that is reliable and can get things done. Can he do it? Can a leopard change his spots? That's up to you.

Er indoors said

Helga, his dearly beloved wife, has decided to test Hagar in what initially might seem an easy enough task. As everything does when you are under the influence of alcohol (Not that we know – *Ed*) and she has challenged him to bring back various items of value strewn around a world of eight different levels – islands in this case.

Helga is a mean and mighty woman and unless she gets what she wants, it's chickenfeed and the garbage for Hagar. Travelling through each of the islands involves Hagar jumping around what is basically a platform-orientated game, collecting various objects for different weapons, energy or, unforgettably of course: beer! Along with these you must also look out for the objects that Helga has requested that you bring back home. And this is the tricky bit.



In the shop with your friendly assistant Mavis, how can she help you?

The objects that you need are pretty valuable, and so are not easily obtainable. Like most platform games there is an element of puzzling out required before the objects are obtainable. This involves doing certain things in a certain order, or buying the correct items that you will need from the shop. Shop? Yes there is a shop, where extra lives, energy and weapons can be bought, to supplement the sword that Hagar has as standard to fend off any enemies, of which there are several – Hagar is not very popular in these parts!

As well as a shop, there is of course, a pub (or Taverne as it is called in the game). Entering the pub allows you to spend the hard-earned money that you got by beating up your foes, and lets you buy yourself a beer. This isn't as foolish as it might sound, because beer is Hagar's main source of energy. Without it, God knows where our hero would be. Alongside the extra weapons such as knives, spears, axes and fire-balls, you also have the customary smart-bomb, to really show the bad guys who's boss! But Hagar also has another trick up his sleeve: his super sword. Holding down the fire-button for a while gives your sword that extra bit of thrust.



Hagar views the eight different islands where he has to find the valuable items to take back for Helga.

Horribly decent

There is not much that this game has over any other platform-style game. The graphics are nice, and the sound effects are decent, though not spectacular. In fact apart from the 'famous' name licence, it's an ordinary run-of-the-mill game. It's an easy game to play, with a simple plot and a straightforward path to travel along to get to the end of each level. There is nothing there that puts *Hagar The Horrid* above other games of this genre.



Hagar's just about to deliver something quite horrible to this metal-bound platform guardian.

Three disks and slow loading, even for those with three disk drives, and plenty of memory, shows little thought of the game operation, much like the actual gameplay. It's not a particularly bad game, and if you do not already have a platform game (where have you been?), you might find it a pretty amusing little jaunt – by all means give it a bash. Personally, I'd rather stick to *Manic Miner*. Now where's that Spectrum of mine...



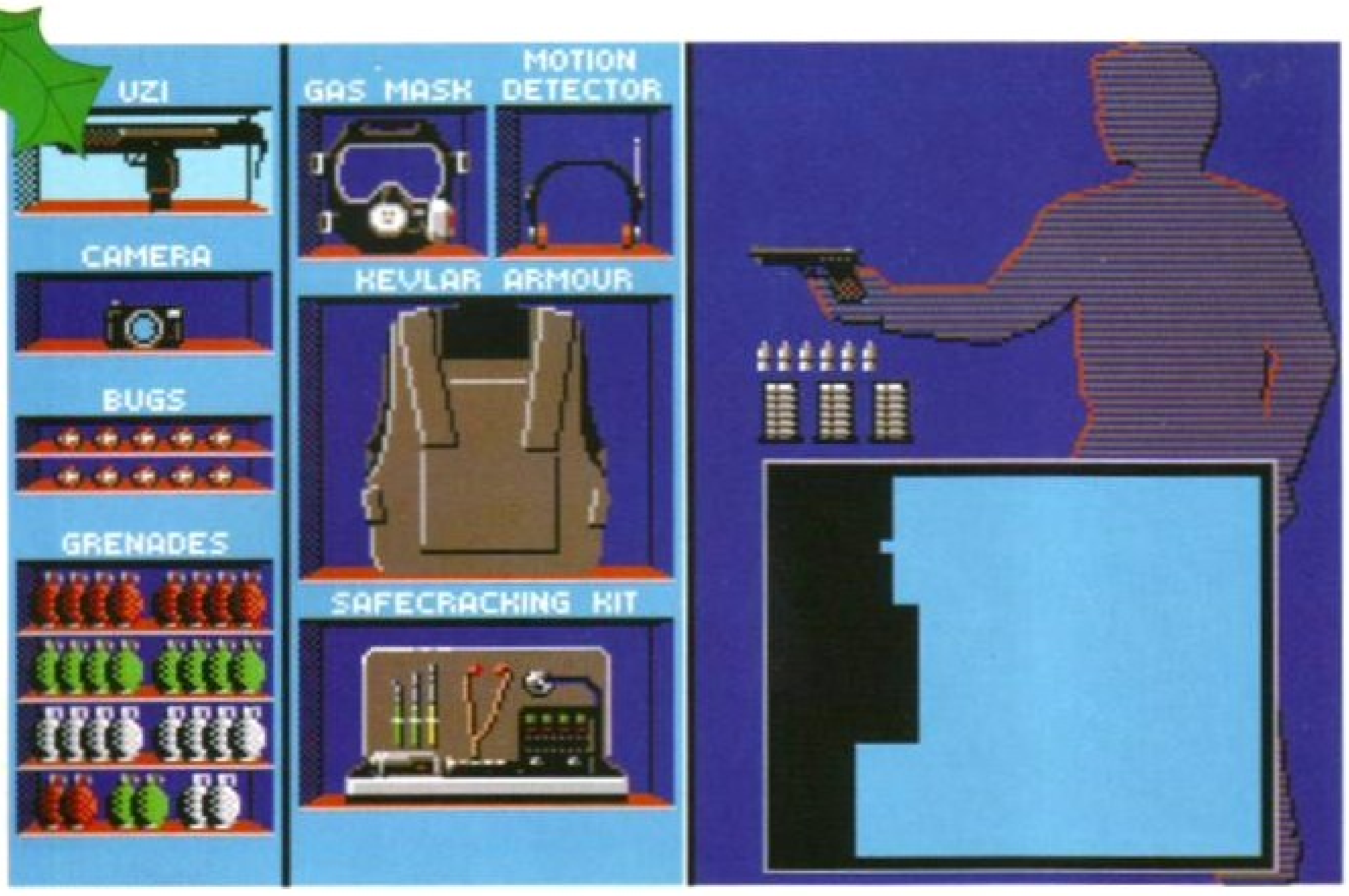
Have-a-go Hagar has a go. He never looked as good as this in The Sun.

Asam Ahmad

Hagar The Horrible
Kingsoft £25.99

- Nice scrolling graphics, with lots of cartoony style colouring.
- Good music and decent sound effects in the audio department.
- Average gameplay, with nothing special to look forward to.
- Dodgy collision detection – you can kill an enemy from a distance.
- Fun, but no other attraction apart from *Hagar The Horrible* himself.

Verdict 59%



A well-armed spy just can't be seen dead without his Kevlar body armour, cum dinner jacket. All the kit on the left are offered to spies who want to break into buildings beginning with the letters Watergate. Unfortunately only five of the seven items can be carried so something is going to have to be left to chance. But then the unexpected is what makes espionage exciting!



Car chases have been more interesting to watch, but never tougher. Intercept and then trail the suspect car through the streets.

Covert Action

In the world of espionage and counter-espionage, there is one name that is synonymous with excellence, power, stealth and above all independence. That name is Remington. Max Remington.

Max is not your average sort of undercover agent. Max is a mystery. He once worked for the CIA, but was fed up with all the restrictions imposed on their operations. Max left to start up his own freelance detective work to get away from all the red tape and continue with an operation only Max could handle. Not much is known about Max and now, through an identity change, he is almost untraceable – a legend.



Excuse me didn't you used to be a powerful world leader? This suspicious looking chap can give you a heap of useful information about the suspicious goings on, eg the KGB, Mossad, Yachts in the Ocean...

Get the max

Max is good, and likes to promote this aspect by only ever taking on assignments that are personally challenging. This basically means that Max is a last resort. If ever there is a case of any major importance, that needs speed, deftness and a guarantee that it will be solved – it will come to Max. It's this guarantee that makes him important to his contractors.

There is only one exception to Max's rule, and that is that any case personally requested by the President will see Max's personal attention, no matter how large or small. Max's reputation has earned him respect and of course malice. Sometimes Max is just too darned good...

Your mission varies from a small starter mission of minor importance, on a local scale, to a massive and complex mission on a global scale, involving worldwide parties, requiring skills only Max, with all the new technology and raw thought power, is capable of, utilising them to solve the mammoth tasks that these missions entail. Maximillian, or Maxine – whichever you prefer, is trained in four fundamental areas of espionage.

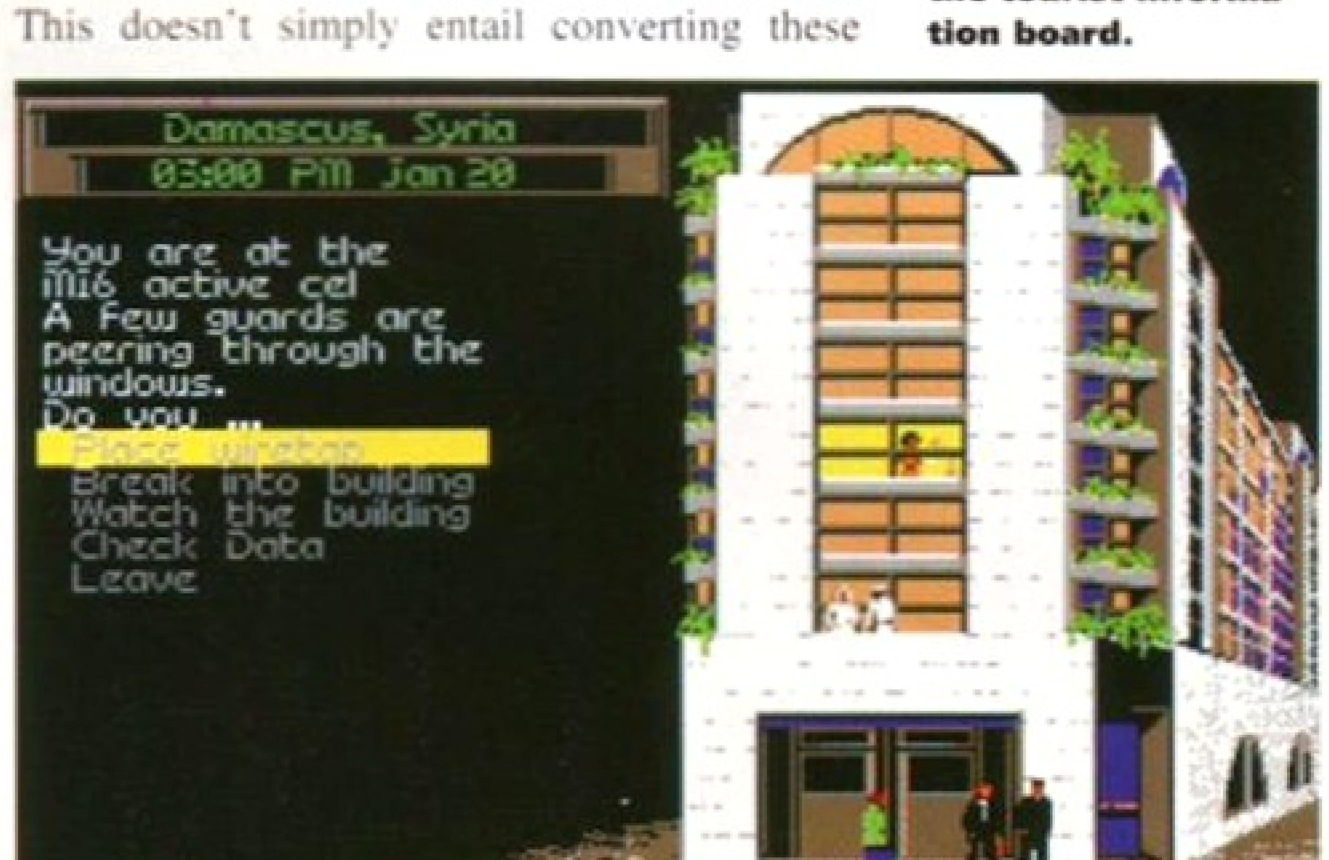
The Four Commandments

One – Combat. This involves the use of firepower and general tactics to overcome guards and other live agents in various ways, such as setting traps or using tools such as motion detectors to avoid encounters and generally take care of your well being. The use of machine-guns, grenades and other weapons is a must, and good skills in this area are vital.

Two – Pursuit. Following suspects around is a major part of a spy's activities, and it is important that this task is done as stealthily as possible. You must select for a good car balanced between, speed, manoeuvrability, and as inconspicuous as possible, in order to keep up with any cars you might be following.

Three – Cryptography. This involves translating and deciphering coded messages intercepted from opposing organisations. This doesn't simply entail converting these messages to a readable form, it also requires a great deal of thought to pick out hidden clues embedded within the message, invariably giving pointers towards certain people or places.

In every city a good agent has highly informative contacts. As a beginner you'll have to rely on breaking and entering, gossip and the tourist information board.



Finally – Electronics. This is where you have to be able to construct or modify electronic circuits in car tracers, or to disable alarms. You also have to be able to tap phones without being caught and be able to link partially-connected circuits together. Speed is of the essence here, with guards all to ready to foil your attempts.

Apart from having to go through these four major sections, all the way through the mission, there are a load of other incidental exercises, where a combination of all your skills in the four basic disciplines is required to complete all of the tasks. The game is a very deep and involved affair and employs a unique kind of gameplay suited to a style that a complex operation such as this would need in real life, with clues falling together in an almost random manner.

With a multitude of scenarios and compelling gameplay, *Covert Action* is not a game you can easily put down once you have got into it. It's also very easy to come back to with a save-game option to take you right back into the thick of the action after a break. It's also a good idea to save your game frequently as you progress, so you can go back a bit, just in case you take a wrong step. The game doesn't run very fast, but this is mainly because you spend most of the time thinking about clues, and your next move. This is a game that can really make you think, and put you in a 007-type position, it beats the Living Daylights out of a shoot-em-up any day of the week.

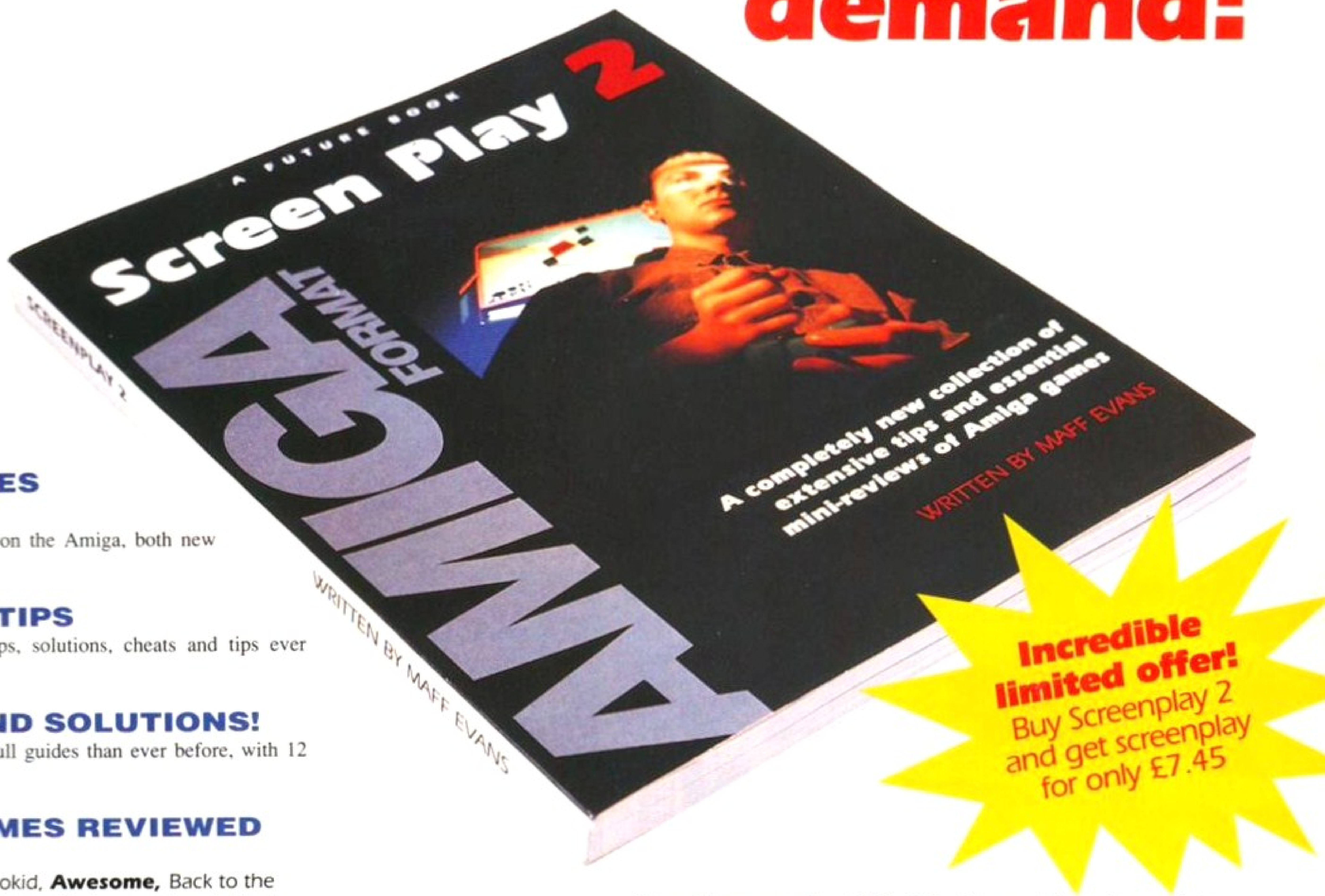
Asam Ahmad

Covert Action
MicroProse ■ £29.99

- Good colourful graphics, with pretty decent animation to boot.
- Not much on the sound front, but what there is moderate enough.
- Excellent depth of gameplay, requiring skill and deep thought.
- Not easy to get in to at first, put perseverance reaps rewards.
- A classic with lasting appeal, especially for spy thriller fans.

Verdict 79%

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FULL SOLUTIONS FOR:

Cruise for a Corpse, Dragons Lair II, **Fantasy World Dizzy,** Indiana Jones III, **Leisure Suit Larry,** Maniac Mansion, **Rick Dangerous 2,** Rise of the Dragon, **Search for the King,** Secret of Monkey Island, **Time Machine,** Treasure Island Dizzy, **Wonderland**

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Armour-Geddon, **Battle Command,** Captive, **Carrier Command,** Deuteros, **Dragons Breath,** Eye of the Beholder, **Full Contact,** Gods, **Hero Quest,** Indianapolis 500, **James Pond,** Lemmings, **Mean Streets,** Pang, **Prince of Persia,** Speedball 2, **Spindizzy Worlds,** Supercars 2, **Warhead**

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And even – even! – better, the double-disk January issue will be hitting the streets on Thursday 19th December. Order yours now!



Bringing this seasonal issue of Screenplay to a close are enough end-of-year charts to make Bruno Brookes and Mike Read look decidedly intelligent...

Spoutro

TOP 10 Top Ten of Games Review Gibberish

Games are often reviewed using shorthand catchphrases. They're fine if you know what they mean but if you don't, read on.

1 Parallax – A visual effect used to create an image of depth. To supplement the foreground where the game's action takes place, a layer(s) of background is displayed behind. As the foreground scrolls (qv) the background is scrolled in the same direction but proportionally faster to enhance the illusion.

2 Scroll – This is the way the foreground is physically moved in response to your directional commands. The scrolling is usually initiated by the movement of your sprite (qv), which stays stationary as the screen moves. The smoother the scroll the better the illusion of movement.

3 Player interface – How you tell the game exactly what you want it to do. The player interfaces with the game via a joystick, mouse or keyboard. A good interface – regardless of the control system – allows fast, accurate control and permits players to access all the games functions with the minimum hassle.

4 Sprite – Most moving objects/characters in computer games are sprites. These are a separate series of animation frames that are 'pasted' on top of the foreground. Either the players actions or the game's program dictate which of the sprite's frames of animation need to be shown next.

5 Collision detection – The sprites you control are all surrounded by an invisible box. If a bullet/weapon/background passes into this box a 'collision' is detected and the relevant animation for a hit is displayed. If the collision detection is bad you may be killed unfairly, by bullets that clearly missed etc.

6 Frame rate – The number of times per second the screen display is actually changed. The human eye is deceived by rates in excess of 12 frames per second, so games that exceed this appear to flow smoothly. The complex maths involved in 3D flight simulations means that they can fall below this and look jerky.

7 Vector graphics – To accurately model a three dimensional space on a computer is to use only geometric shapes. Any object can be described by its coordinates within this space. The coordinates are stored as vectors, and the multi-sided shapes they describe are three dimensional polygons. The objects in these games are not sprites and look as if they are made of flat panels.

8 RPG – Role-playing games originated with Dungeons and Dragons in the late 70s. The character description offers special abilities and limitations which must be observed during play. The more accurately a character description is adhered to by the player the better. RPG also stands for Rocket Propelled Grenade which no-one writes games about.

9 em-up – A suffix that describes games with one primary motive. Shoot-em-ups are scrolling games where everything must be killed, fighting games become beat-em-ups, platform games leap-em-ups, sports games score-em-ups and football management simulations oh-god-these-are-so-boring-em-ups. These are prone to abuse for the sake of a cheap pun(em-up!).

10 Port – Due to the prohibitive cost of game development, core parts of games programs are often 'ported' from one format to another, eg ST-to-Amiga, PC-to-Amiga, Spectrum-to Amiga (?). These 'multi-format' programs cannot utilise machine-specific hardware unless they are heavily reworked, and so often fail to get the best from the Amiga. Port is also a fortified wine consumed after dinner parties.



Populous, the first god game ever. It's as good (god) as ever and only costs a tenner!

Populous

Electronic Arts/Star Performer £10.99

God this game is good. Or should that be this is a good god game? Regardless of the order, all the above apply to *Populous* in a severe way. This is title that shook the world and introduced the concept of god games. The first aren't always the best, but *Populous* was a title that's only recently been beaten by the likes of *Mega-lo-Mania*, *Utopia* and *Populous 2*. Now it's out for a tenner, is it worth it? Yes. In *Populous* you fight head-to-head against an enemy god in a popularity contest. The aim is to win over the population of an island by levelling the land, creating leaders for them and destroying their foes. The enemy god does the same and the resulting power struggle is a rivetting test of tactics.

The relative popularity of both gods is what limits their power. The more people you've protected the more powerful godly weapons are at your disposal. Potent gods can cause earthquakes, flood landscapes and send their entire populations into battle. The effects look a little dated, especially when you've seen Populous 2 (Page 80) and the speed leaves a little to be desired. Regardless of this though the game design itself is solid and as much fun as the day it was released. If you fancy a god game but don't want to risk a full pricer, check out *Populous*.

Stunt Car Racer

Kixx £7.99



Low flying cars! Yup, Stunt Car Racer is back.

Screaming around a rollercoaster track in a souped-up dune buggy trying to stay on the track and ahead of a competitor's car. *Stunt Car Racer* brings a brand new twist to racing, with its insane tracks and an addictive edge.

The game puts you at the bottom of a four league ladder and the aim is to race your way to the top. 16 stupidly wonderful tracks take you leaping vast chasms and up ridiculous hills. The stand alone game provides brilliant racing entertainment, but it is multiplayer mode where it really becomes a tour de force. Using a null modem lead to link two machines, two players can compete directly against each other. The dirty tricks this encourages and the sheer thrill of playing in somebody else's space is the nearest you can come to Virtual Reality without putting a silly hat on.



Verdict 74%

Have white-sheet over heads will play paltform games. Blinky's a daft idea that translates surprisingly well into a jolly little budget platform test of leaping and shooting. The good sprites help make the most of the gun pulling ghost.

Titanic Blinky

Zeppelin Platinum £7.99

You have to guide Blinky in a-seek-and-collect romp across the Titanic, which is being used by a megalomaniac to terrorise the world. Not much originality in the plot and gameplay there, but *Titanic Blinky* is cute and colourful with a few nice touches. It's pretty cheap, and entertaining enough to while away the odd half hour.



Verdict 41%

Well the idea's good, but ... Wild Wheels tries its hand at motorised soccer but scores something of an own goal by lacking any deep gameplay.

Wild Wheels

Ocean £25.99

Just when you thought all the permutations of football had been covered, along comes *Wild Wheels*. The game is a 3D footy game played between teams of cars. The idea is pretty original and the presentation is rather neat, but Wild Wheels lacks one vital element: gameplay. The challenge is minimal to say the least, meaning that the game is fated to live out its days in the recesses of the software cupboard.



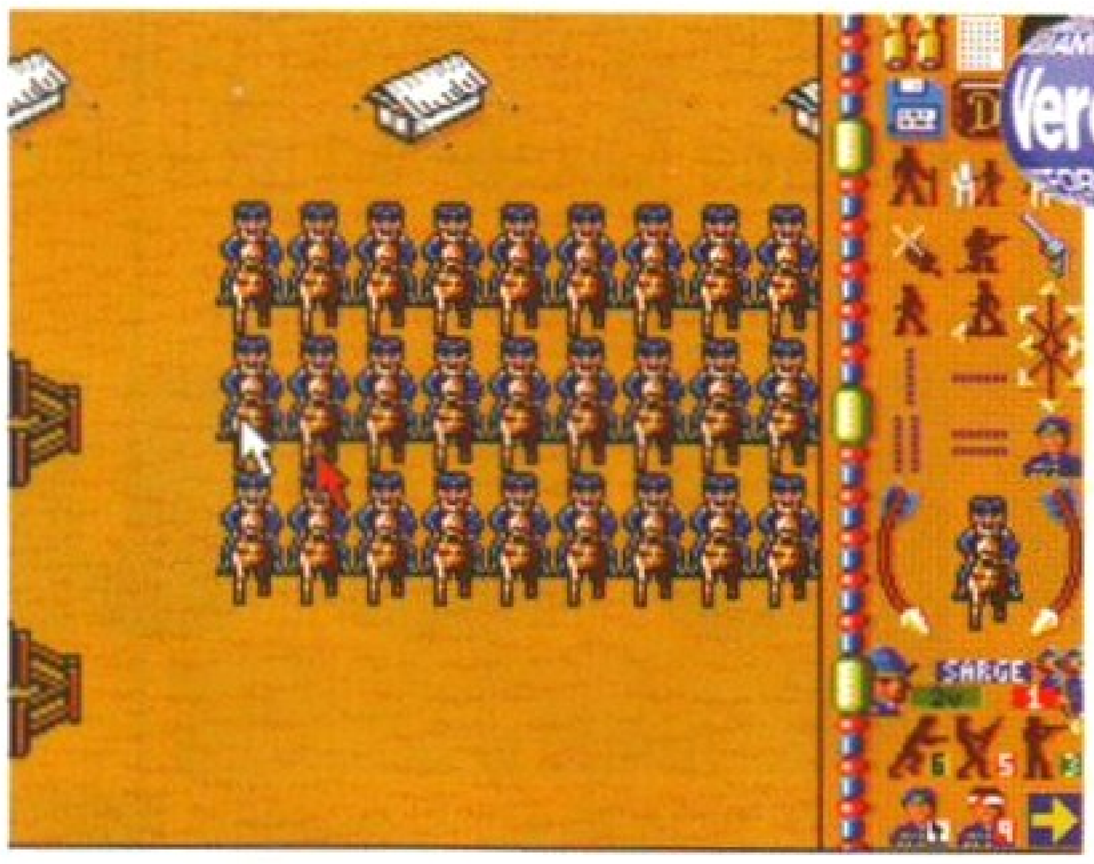
Verdict 58%

Baby Jo has an ultra cute edge which is supported by masses of babylike anims. The game's hard to control though, and the scroll's a bit jerky, but if you really want a baby game...

Baby Jo in Going Home

Loriciel £25.99

Cute platform games seem to be *in* at the moment, with many releases crowding the shelves. This one tries to be cuter than most by putting you in control of a lickle baby (aah). Although the appearance is very sweet, with some amusing animation, the control method and overall game feel is sadly lacking. Proof that you can't get by with cutesy graphics alone!



Verdict 68%

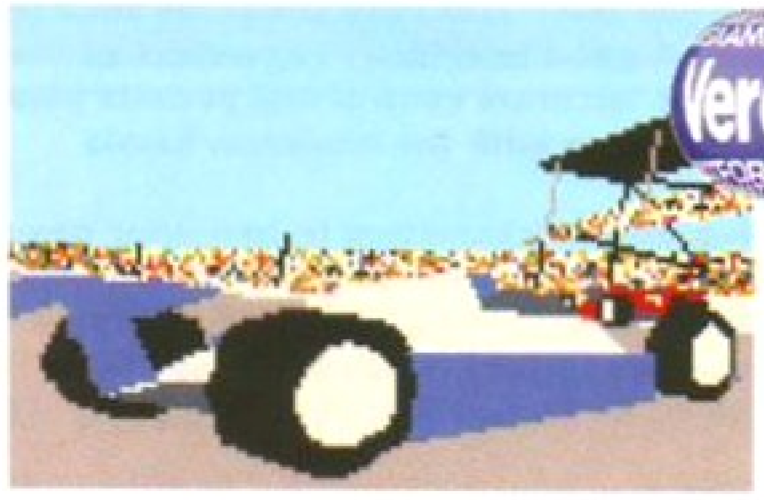
Right boys we're the Seventh Cavalry and we've arranged to be massacred at 11 O' clock. So I want nice tight formations to make us an easier target for those Indian folk. Fort Apache lets you recreate American history anyway you see fit.

Fort Apache

Impressions £25.99

Not Fort Apache the Bronx, but Texas. Impressions once again bring cute graphics to the strategy scene. In the same vein as *Charge of the Light Brigade* – but using a more refined interface – Fort Apache takes you into battle with American Indians in the late 1800s. Played on a day-by-day basis it runs through a never-ending stream of 'random' events that have to be contained/killed. Diverting, but hardly rivetting it is a commendable war-game with a different feel.

Compilation Corner



Verdict 73%

The classic car racer Indy 500 makes its compilation debut at pole position in the pack.

Air, Land and Sea

Electronic Arts £34.99

Indianapolis 500, *FA-18 Interceptor* and *688 Attack Sub* are brought together in this excellent sims pack. *Indy 500* was top of the 3D racing tree until MicroProse *Formula One* popped up this month. It's a stunningly fast, real-time simulation of the great American car bash. *FA-18* is still one of the best flight sims around while 688 *Attack Sub* received 86 per cent back in *AF*10. It looks a little pricey at £35 but all three have real staying power .



Verdict 78%

Eggcelent five game value with Dizzy. Three games are a bit samey but two have a decent edge.

The Dizzy Collection

Codemasters £12.99

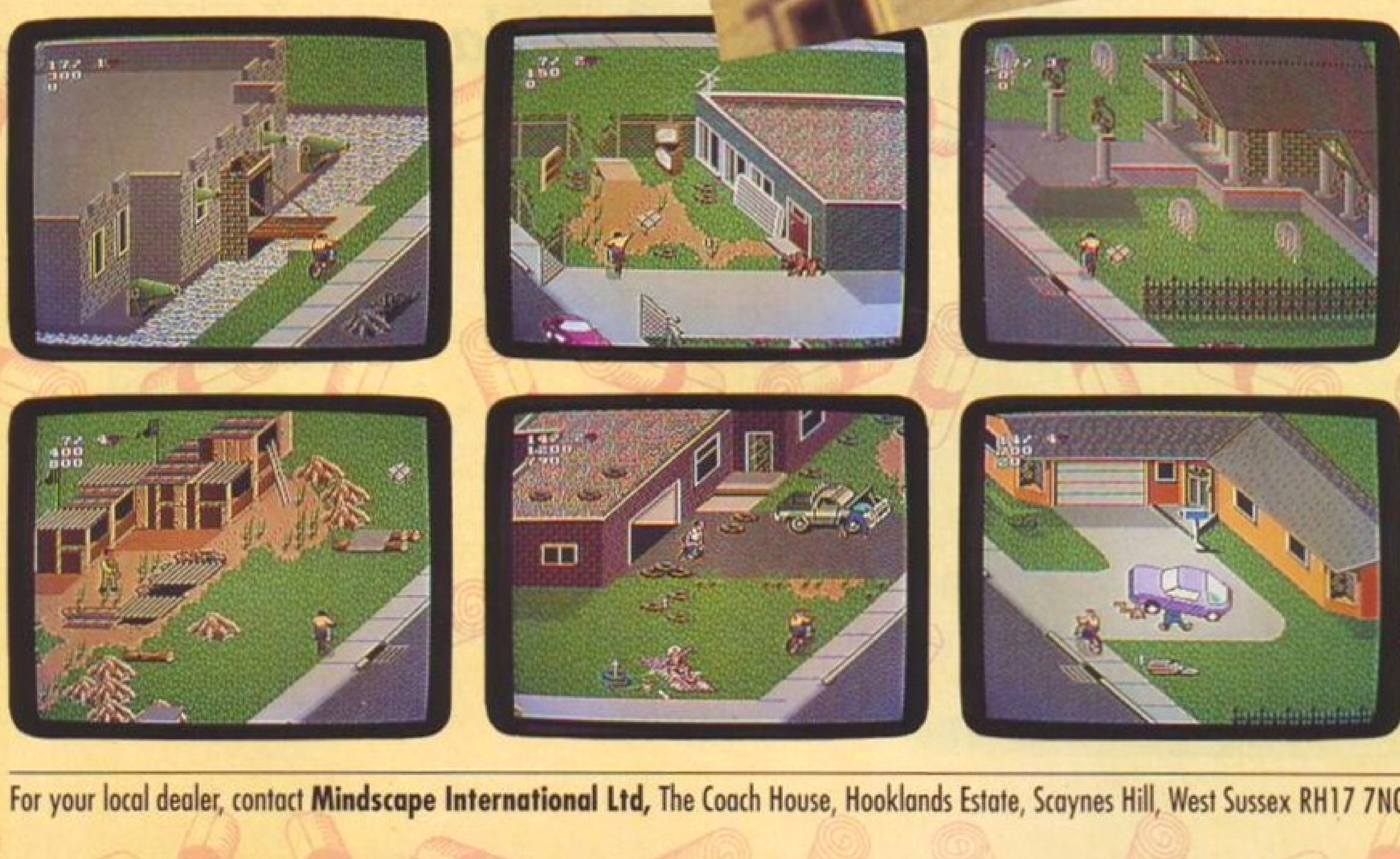
Codemasters best-selling Egg hero hits back with this five pack extravaganza. Treasure Island, Magicland and Fantasy World Dizzy are primitive but jolly arcade adventures. Fast Food is a Pac Man clone with burgers instead of points pills and the best of the bunch: Kwik Snacks Dizzy is a platform challenge with some neat moments. None of them will change the way the games are written, but at all exhibit smart touches and gameplay flourishes.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
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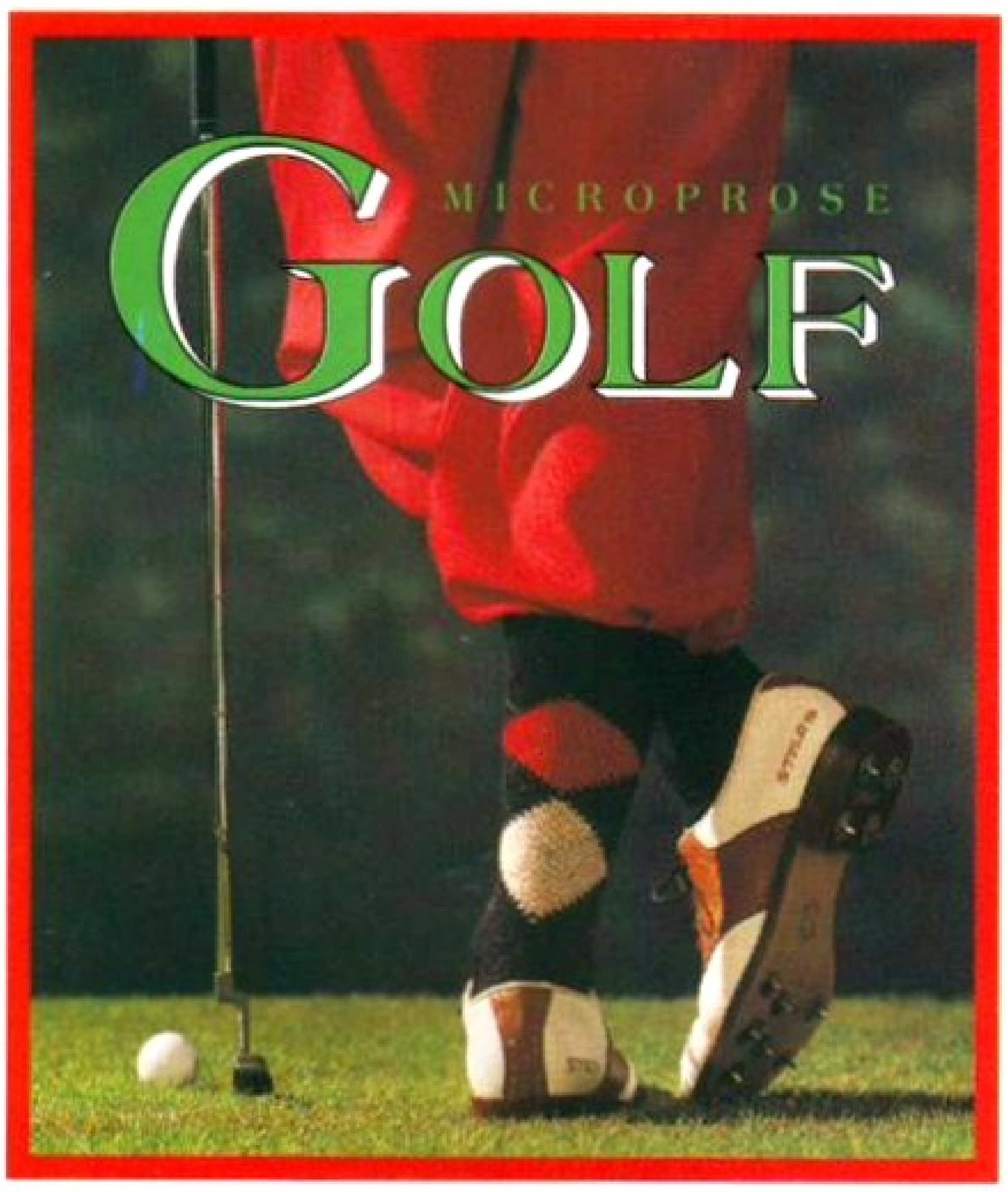


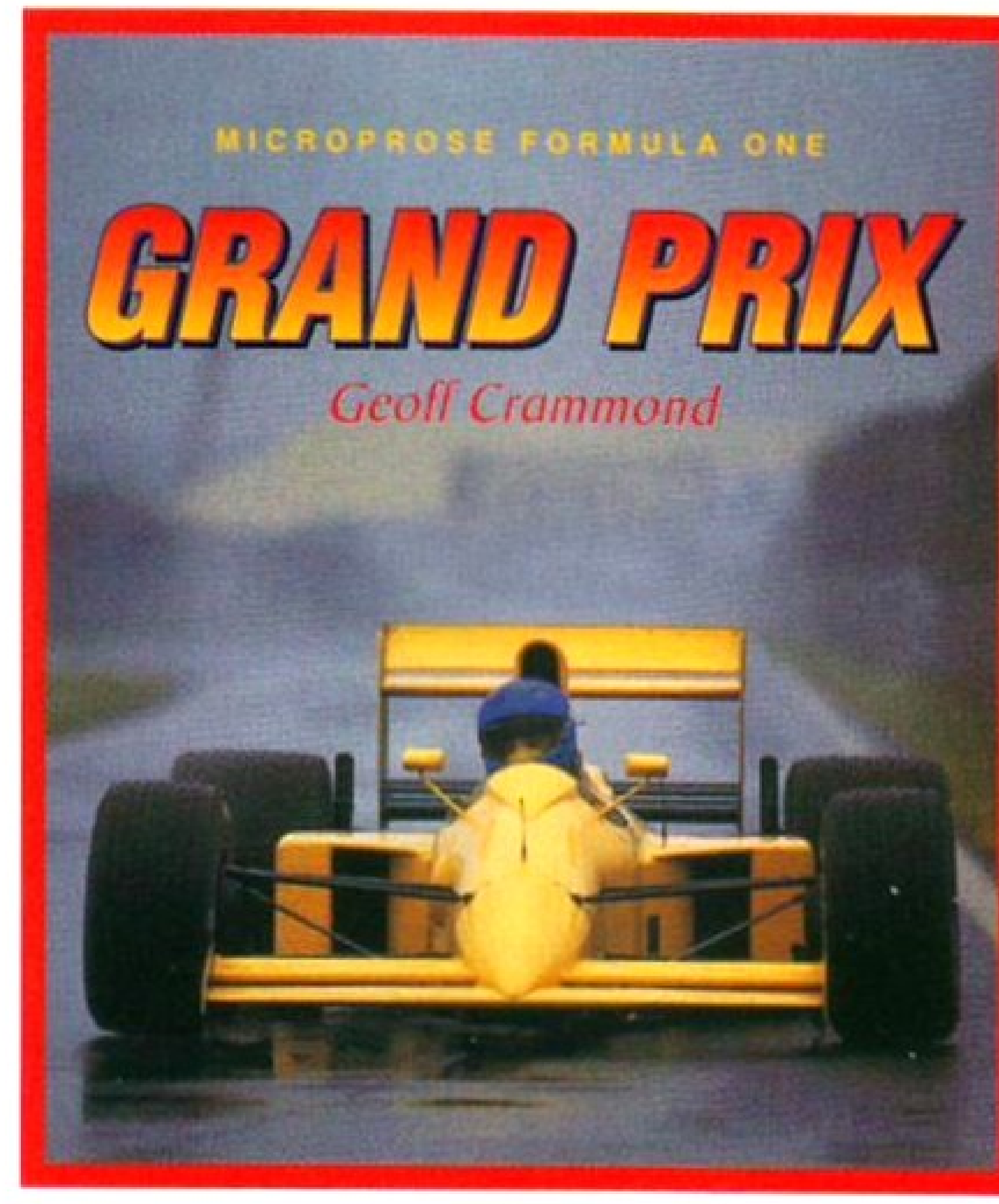
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The Amiga Format 1991 Full Price Chart

This is compiled from the monthly Gallup charts and shows how the games of the year stacked up against each other. It measures both the time that was spent in the Top 30 and the positions achieved. How did Lemmings stack up against the Turtles? What was the most popular game of 1991? How did your personal fave do in this end-of-the-year report? Read on – and pay attention, we'll be asking questions later!

Position	Title	Months in chart	Highest position	Score
1	**PGA Tour Golf** Electronic Arts	8	2	FG90%
2	**Eye of the Beholder** US Gold	7	1	FG92%
3	**Lemmings** Pysgnosis	9	1	FG92%
4	**Monkey Island** US Gold	7	2	FG92%
5	**F-19 Stealth Fighter** MicroProse	8	2	FG91%
6	**Kick Off 2** Anco	9	3	FG94%
7	**Speedball 2** Image Works	7	2	FG94%
8	**Armour-Geddon** Psygnosis	6	1	85%
9	**Manchester United Europe** Krisalis	5	1	80%
10	**Gods** Renegade	5	2	FG90%
11	**Powermonger** Electronic Arts	6	1	FG94%
12	**Hero Quest** Gremlin	5	5	85%
13	**F-15 II** MicroProse	4	1	FG90%
14	**SWIV** Storm	4	2	FG92%
15	**Jimmy White's Whirlwind Snooker** Virgin	3	1	FG91%
16	**Robocop 2** Ocean	3	3	80%
17	**Lotus Turbo Challenge** Gremlin	6	2	89%
18	**Teenage Mutant Hero Turtles** Image Works	6	2	35%
19	**Turrican 2** Rainbow Arts	3	3	80%
20	**Cruise for a Corpse** US Gold	3	3	FG90%
21	**Indianapolis 500** Electronic Arts	2	8	FG92%
22	**Panza Kick Boxing** US Gold	5	9	69%
23	**Thunderhawk** Core Design	3	2	FG90%
24	**Silent Service II** MicroProse	3	2	82%
25	**Life and Death** Mindscape	5	11	70%
26	**M1 Tank Platoon** MicroProse	5	11	71%
27	**Chuck Rock** Core Design	3	3	80%
28	**Switchblade 2** Gremlin	3	9	70%
29	**Toyota Celica Rally** Ocean	3	6	70%
30	**SCI** Ocean	2	3	76%
31	**Terminator 2** Ocean	2	3	60%
32	**Magic Pockets** Renegade	2	4	85%
33	**Kick Off – Winning Tactics** Anco	2	3	72%
34	**A-10 Tank Killer** Sierra	3	7	75%
35	**Toki** Ocean	4	10	78%
36	**Gremlins 2** Elite	3	9	79%
37	**Supercars 2** Gremlin	3	6	80%
38	**Viz** Virgin	3	6	70%
39	**Railroad Tycoon** MicroProse	3	11	FG92%
40	**Narc** Ocean	2	10	63%
41	**Supremacy** Virgin	2	4	FG90%
42	**Megatraveller** Empire	3	14	70%
43	**Captive** Mindscape	1	14	FG91%
44	**Golden Axe** Virgin	3	10	80%
45	**UMS II** MicroProse	2	28	77%
46	**Rugby – The World Cup** Domark	2	6	82%
47	**Utopia** Gremlin	2	8	84%
48	**Total Recall** Ocean	2	12	77%
49	**Elf** Ocean	2	10	85%
50	**Last Ninja 3** System 3	2	10	81%

The Top Ten Games of the Year



THE AMIGA FULL PRICE CHART

Pos	Title	Publisher	Price	Rating
1(-)	New Lotus Turbo Challenge 2	Gremlin	£25.99	89%
2(-)	New Alien Breed	Team 17	£25.99	74%
3(-)	New Mega-lo-Mania	Image Works	£30.99	FG%
4(13)	▲ Final Fight	US Gold	£25.99	60%
5(1)	▼ Jimmy White's Whirlwind Snooker	Virgin	£29.99	FG91%
6(22)	▲ Rugby – The World Cup	Domark	£24.99	82%
7(4)	▼ Magic Pockets	Renegade	£25.99	85%
8(3)	▼ Terminator 2	Ocean	£25.99	60%
9(7)	▼ PGA Tour Golf	Electronic Arts	£25.99	FG90%
10(2)	▼ Silent Service 2	MicroProse	£34.99	82%
11(8)	▼ Utopia	Gremlin	£29.99	84%
12(-)	New OutRun Europa	US Gold	£25.99	78%
13(5)	▼ Cruise for a Corpse	US Gold	£25.99	FG90%
14(9)	▼ Manchester United Europe	Krisalis	£25.99	80%
15(11)	▼ Monkey Island	US Gold	£29.99	FG91%
16(15)	▼ Rainbow Collection	Ocean	£19.99	Comp
17(12)	▼ Thunderhawk	Core Design	£30.99	FG90%
18(-)	New 4D Sports Boxing	Mindscape	£25.99	79%
19(17)	▼ Eye of the Beholder	US Gold	£30.99	FG91%
20(10)	▼ Last Ninja 3	System 3	£25.99	81%
21(-)	New Board Genius	Beau Jolly	£29.99	Comp
22(25)	▲ Kick Off 2	Anco	£25.99	FG94%
23(16)	▼ Lemmings	Pysgnosis	£25.55	FG92%
24(-)	New Super Space Invaders	Domark	£24.99	82%
25(-)	New Final Blow	Storm	£25.99	42%
26(-)	New Shadow Sorceror	US Gold	£27.99	74%
27(-)	New Strike Fleet	Electronic Arts	£25.99	80%
28(18)	▼ F-15 Strike Eagle II	MicroProse	£29.99	FG90%
29(-)	New Air Combat Aces	UBI Soft	£30.99	Comp
30(14)	▼ Flight of the Intruder	Image Works	£34.99	88%



That empty truck was full of LotusTurbo Challenge 2 boxes until they sold out!

That's the Espirit!

Gremlin's cracking *Lotus Turbo Challenge 2* screeches to a halt on the Number One spot. The king of the sprite-based racers has even defeated the mighty *Jimmy White* in this all comers popularity contest. Judging by the phenomenal number of peeps who've written to Gamebusters with complete lists of passwords it's a very big hit with everybody who's played it. Most excellent, young Gremlin, most excellent indeed!

Team 2

It may be Grim Up North but Yorkshire's Team 17 have found a way to lighten their day: write best-selling software. The ex-PD coders first took the budget chart by storm and are now doing the same with the full price variety. Its popularity couldn't have anything to do with the range and nature of the cheats available could it? Legend has it that typing the name of an ex-*Amiga Format* Tech Ed or astute observations about Dolly Parton's physique into one of the game's terminals yield interesting results?



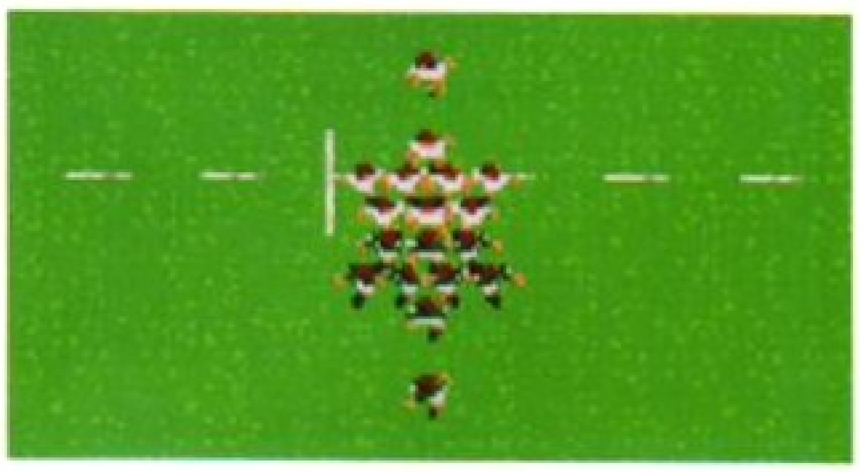
It's mine all mine. Well the number 3 slot is. Can the Mega-lo-Maniacs make it to No.1?

BUDGET CHART

Pos	Title	Publisher	Price
1(1)	Return to Europe	Anco	£7.99
2(-)	Populous	Star Performer	£10.99
3(2)	Bubble Bobble	Hit Squad	£7.99
4(7)	TV Sports Football	Mirror Image	£9.99
5(6)	Head Over Heels	Hit Squad	£7.99
6(3)	Shadow of the Beast	Sizzlers	£7.99
7(5)	Full Contact	Team 17	£9.99
8(4)	Dragon Ninja	Hit Squad	£7.99
9(-)	New Zealand Story	Hit Squad	£7.99
10(9)	Fantasy World Dizzy	Codemasters	£6.99

Tower Critical!

After a long, long, wait *Mega-lo-Mania* finally reaches the shelves this month and already Sensible Software's god game is a huge hit. First featured on an *Amiga Format* Coverdisk five issues ago, its release kept being delayed. But, it looks as if aspiring Mega-lo-Maniacs are patient folk and as anyone who has played it will know, *Mega's* worth the wait.



Domark call and make a chart mark.

World in Union

Domark may have missed the Rugby World Cup hype by a Gavin Hasting's-like margin but it hasn't hurt. It seems folk are hungry for fast, playable sports sims and Rugby fits the bill perfectly. It's reassuring to see that good games don't necessarily need hype to reach the charts semi-finals.

Spot the Snowflake

Somewhere in Screenplay (from Previews to Gamebusters) we've hidden a snowflake, it's there but where? If you spot it and fancy one of those nifty *Amiga Format* T-shirts (see Page 232 for a piccy) then write the answer on the back of the duffest Christmas card you receive and get it to us by January 20th 1992. The worst card with the right answer wins! Look, there it is...



I wonder where that snowflake be? There's one hiding somewhere in a Screenplay screenshot – but slightly better hidden than this one. Spot that seasonal flake and win a T-shirt.

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We reserve the right to substitute individual software titles or pack items should the need arise.

CARTOON CLASSICS MEGA 21

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PROF. LOOKS AT WORDS
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Active, enquiring young minds love seeing the cartoon character called Prof. entertain and teach. Children take charge of Prof. on the computer, active learning. Follows National Curriculum(N.C.).

MAVIS BEACON TEACHES TYPING
A "fun" way to learn how to type PROPERLY!

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CDTV



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IMAGINE THIS, AND YOU CAN START TO GRASP THE CONCEPT OF CDTV.

THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.
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**WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY.
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PROFESSIONAL QUALITY GENLOCK FOR COMPUTER AND VIDEO MIXING, AT A DOWN TO EARTH PRICE!!!

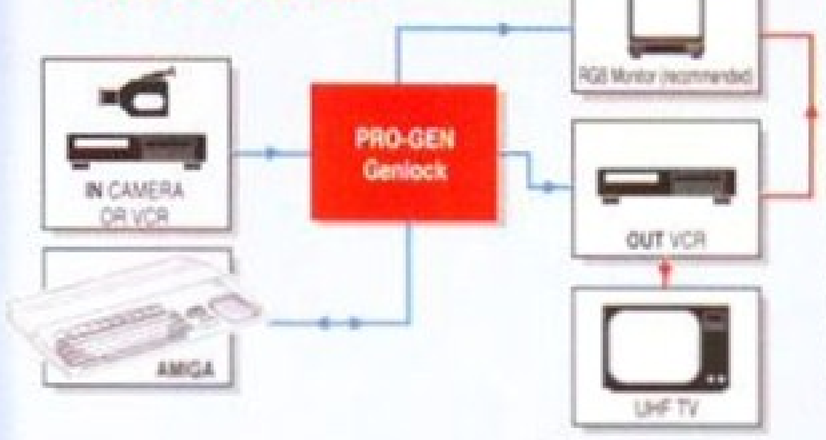
PRO-GEN Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL video signal whether it is from a VCR, Laserdisk player or a Camcorder. In fact any item of video equipment which outputs a PAL composite video signal.Combined with the Amiga computer the Pro-Gen gives you the facilities of a special effects & video titling suite. Take your own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Spectracolor or Deluxe Paint. Pro-Gen is supplied with Oxxi's Spectra-color paint & animation package.

FREE

In Spectracolor every drawing tool and animation control is at your finger tips - over 50 tools in the fast menu Toolkit, plus point and click access to all 4096 colours, with independent right and left mouse button colours & modes. Add automatic animation generation easy mouse controls for all functions, and the ability to paint with multi-page animated brushes, and you've got a powerful tool for artistic expression. With animation controls this easy it's simple to put your ideas into motion. Forget co-ordinate systems and reference numbers just move objects with the mouse in this intuitive and friendly graphical environment. Spectracolor supports both ANIM & IFF file formats, and all the video modes of the Amiga, including HAM! (Spectracolor requires min. 1Mb. memory)

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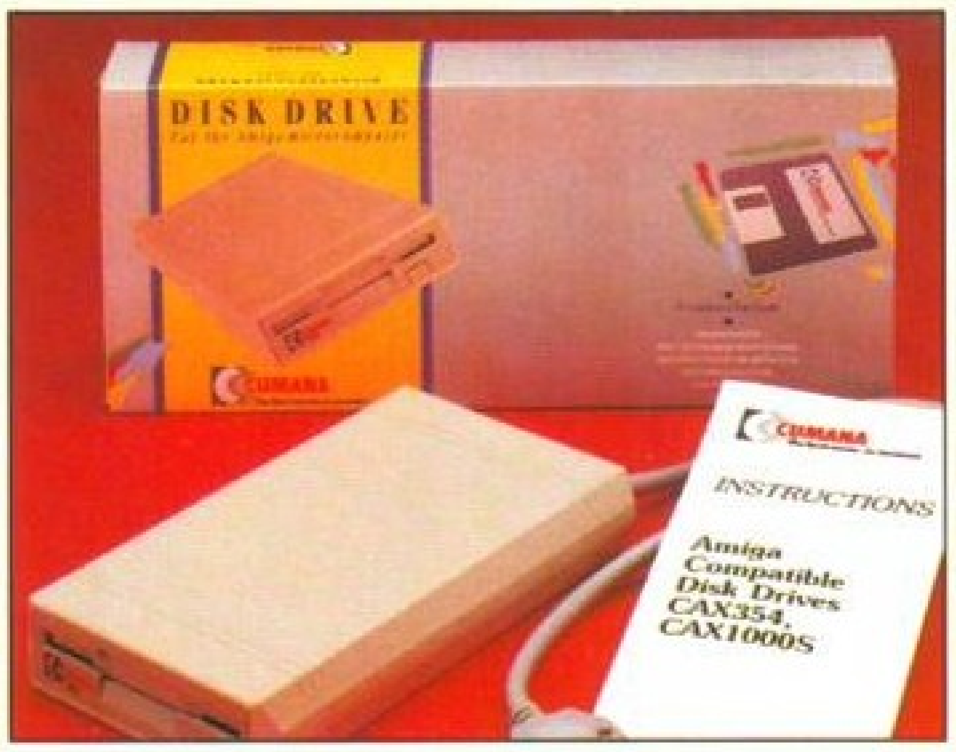
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Features Include
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- ☆ Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

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Features Include:
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Amos Compiler **Amos 3D** BUY ALL THREE AMOS PROGRAMS FOR JUST **£89.95**

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Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga.Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. (Requires either 2 floppy drives OR a hard disk drive) £199.95

Deluxe Paint IV: Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. minimum memory or more recommended) £79.95

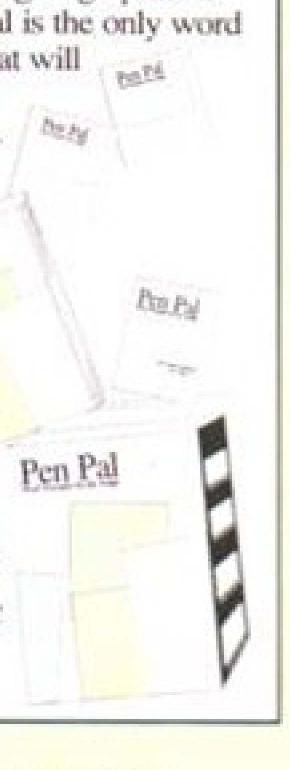
Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Spectracolor FREE!!! £179.95

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PRINTER ACCESSORIES

CITIZEN PRINTER ACCESSORIES:

Item	Price
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Citizen 120D+ Parallel Interface	£49.95
Citizen 120D+ CBM C64 Serial Interface	£49.95
Citizen 124D 32K Buffer	£13.95
Citizen 124D Semi-Auto SheetFeeder	£39.95
Citizen 124D Automatic Sheet Feeder	£79.95
Citizen 124D Printer Stand	£24.95
Citizen Swift 9 Semi-Auto SheetFeeder	£39.95
Citizen Swift 9 Automatic Sheet Feeder	£79.95
Citizen Swift 9 Printer Stand	£24.95
Citizen Swift 9X Printer Stand	£34.95
Citizen Swift 9X Automatic Sheet Feeder	£139.95
Citizen Swift 24 32K Printer Buffer	£13.95
Citizen Swift 24 Semi-Auto Sheet Feeder	£39.95
Citizen Swift 24 Automatic Sheet Feeder	£79.95
Citizen Swift 24 Printer Stand	£24.95
Citizen Swift 24X Auto Sheet Feeder	£139.95
Citizen Swift 24X Printer Stand	£34.95

HEWLETT PACKARD PAINTJET PRINTER ACCESSORIES:

Item	Price
Hewlett Packard PaintJet	
Black Ink cartridge	£25.95
Colour Ink Cartridge	£31.49
Single Sheet Printer Paper	£17.95
Z-Fold Printer Paper	£15.95
Transparency Paper: Pack of 50 Sheets	£52.95

STAR PRINTER ACCESSORIES:

Item	Price
Star LC-20 Mono Printer	
Automatic SheetFeeder	£74.95
Star LC24-10 Mono Printer	
32K Buffer £67.95	£67.95
Automatic SheetFeeder	£74.95
Star LC-200 Colour Printer	
Automatic SheetFeeder	£74.95
Star LC 24-200 Mono Printer	
32K Printer Buffer	£34.95
Automatic SheetFeeder	£74.95
Star LC 24-200 Colour Printer	
32K Printer Buffer	£34.95
Automatic SheetFeeder	£34.95
Star XB 24-200 Colour Printer	
Pull Tractor	£34.95
Font Cartridges - Styles To Be Announced	£29.95
128K Centronics Printer Buffer	£89.95
Automatic SheetFeeder	£114.95
Dual Bin SheetFeeder	£429.95
Star XB 24-250 Colour Printer	
Pull Tractor	£34.95
Font Cartridges - Styles To Be Announced	£29.95
128K Centronics Printer Buffer	£89.95
Automatic SheetFeeder	£174.95
Dual Bin SheetFeeder	£469.95

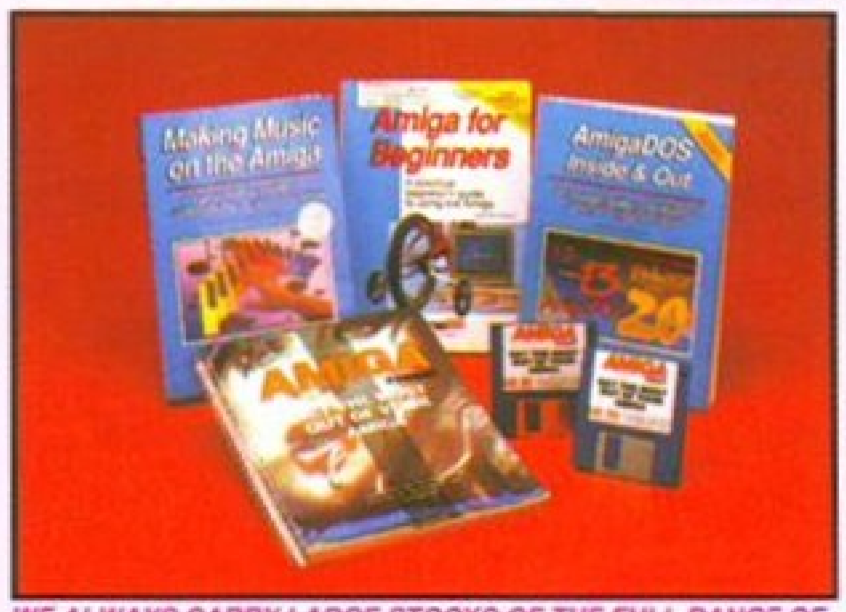


GENUINE CITIZEN & STAR REPLACEMENT PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10/20	BLACK/COLOUR	£4.95	£24.95	£6.90	£36.50
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
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It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

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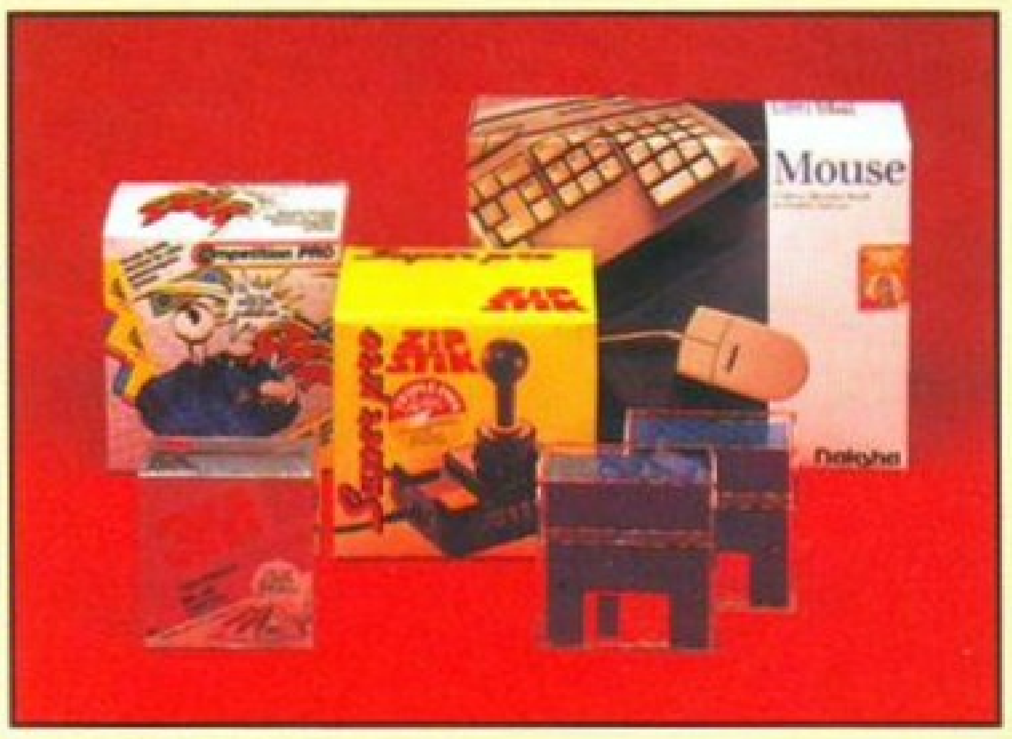
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512K Memory Expansion for Amiga A500 series that simply plugs in! Fully compatible, On/Off switch and real time battery backed clock.

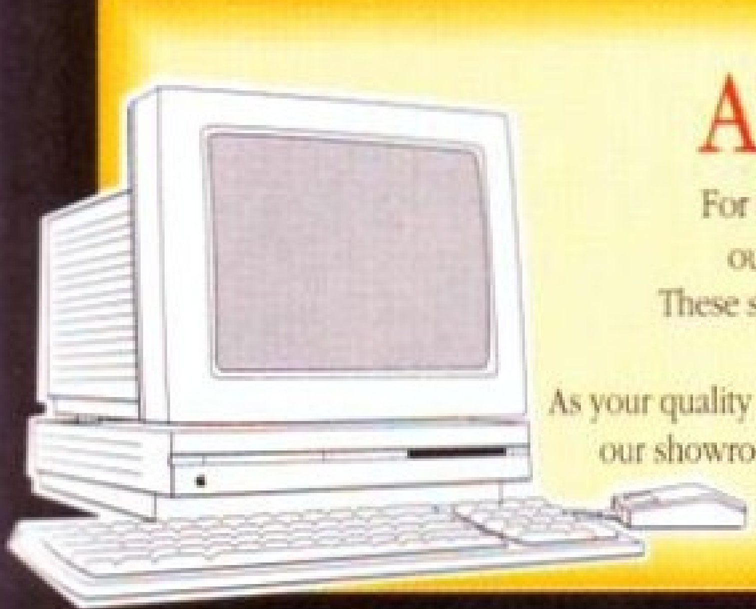
SUPRARAM RX 500 (512K to 8Mb. RAM Expansion)
The RAM expansion giving massive memory WITHOUT dismantling your Amiga, thus avoiding the possibility of invalidating your warranty. Easily connects to sidecar with bus 'pass-through' for HD's etc.

512K RAM Version	£129.95	4Mb. RAM Version	£329.95
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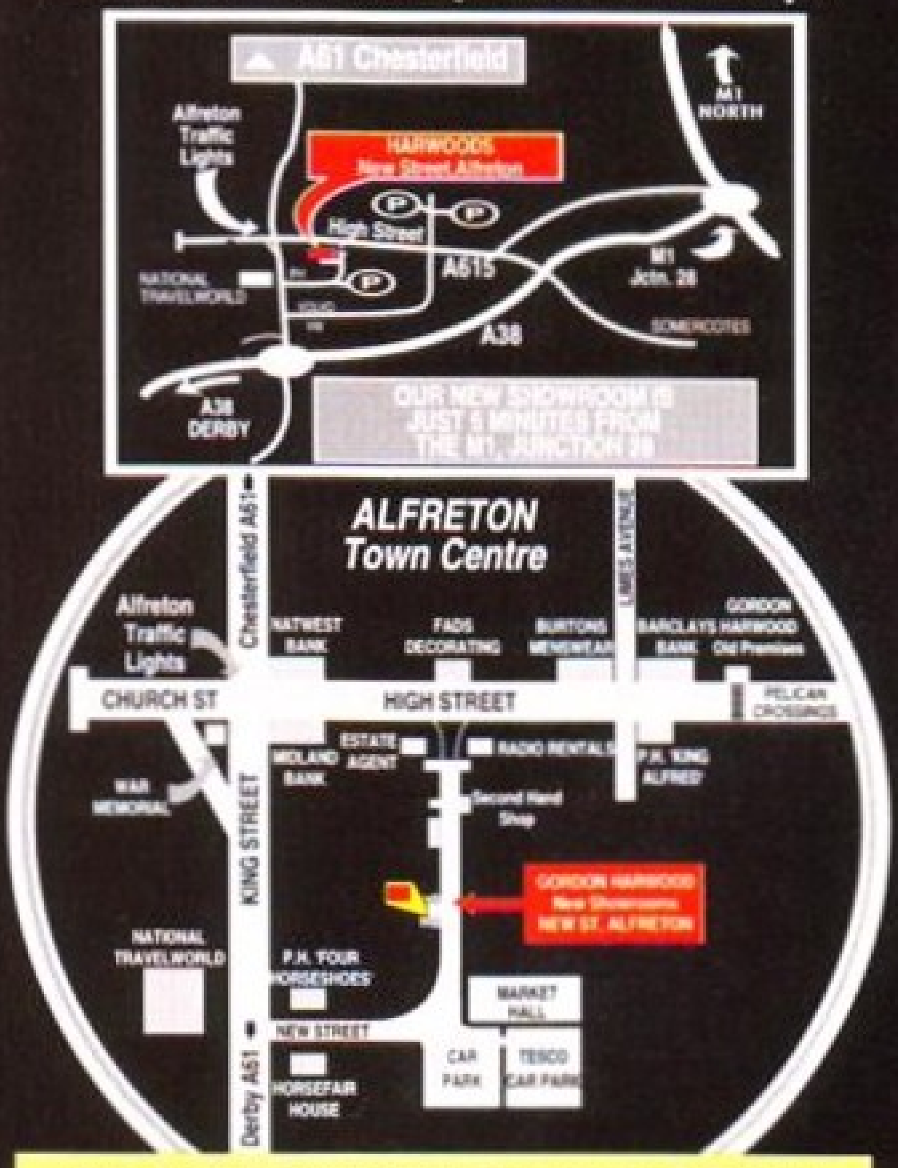
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G-lock-in to win a fabulous Sony video walkman or one of three Sega Gamegear hand-held games consoles in our amazing US Gold £1000 Christmas giveaway quiz for all the family!

THE LOW-DOWN

Apparently G-LOC, the name of US Gold's latest flight-combat coin-op conversion, stands for Gradual Loss of Consciousness (due, would you believe, to excessive subjection to G-forces). Much more likely it stands for Gradual Loss of Coinage, because this *Afterburner* follow-up has been more or less the only flying game in the arcades over the last few months and its immense speed, huge sprites and chaotic gameplay have made it more than a bit popular.

We're waiting eagerly for the Amiga conversion, which we'll be reviewing next month, so you can start throwing yourself crazily around the sky then. But in the meantime, here's a fabulous flying competition to whet your appetite.

First prize is a stunning Sony GV300 Video Walkman worth £700, with 4-inch colour LCD screen, hi-fi stereo sound, TV tuner and 8mm videotape recorder-player. As a tenuous link, we'll also try to get something aeroplaney on a videotape for you. Three runners-up will win a Sega Gamegear hand-held games console, with a US Gold game of their choice: you might like *World Class Leaderboard*, or you might want to hang on for the soon to be released *Super Kick Off*!

All you have to do is answer the following aeroplane-movie-related questions. Because it's Christmas, there's quite a few of them and we've made them a bit tougher than usual, to keep you busy while the umpteenth repeat of *The Sound of Music* is on. Younger readers might need to enlist the aid of a parent or two.

THE QUESTIONS

1. What famous arcade flying game is G-LOC the follow-up to?

2. What character did James Stewart play in the film *The Spirit of St. Louis*?

3. Who wrote the book on which test pilot film *The Right Stuff* was based?

4. What was World War 1 flying movie *The Blue Max* named after?

5. Who starred in the Carling Black Label 'Dambusters' advert?

6. What type of WW2 aircraft starred in 633 Squadron?

7. Who played Tom Cruise's flying buddy in *Top Gun*?

8. What's missing from this plane movie title: *One of our Aircraft is ...* ?

9. What type of WW2 aircraft starred in *The Dambusters*?

10. What were Dick Dastardly and Muttley trying to catch from their plane?

HOW TO ENTER

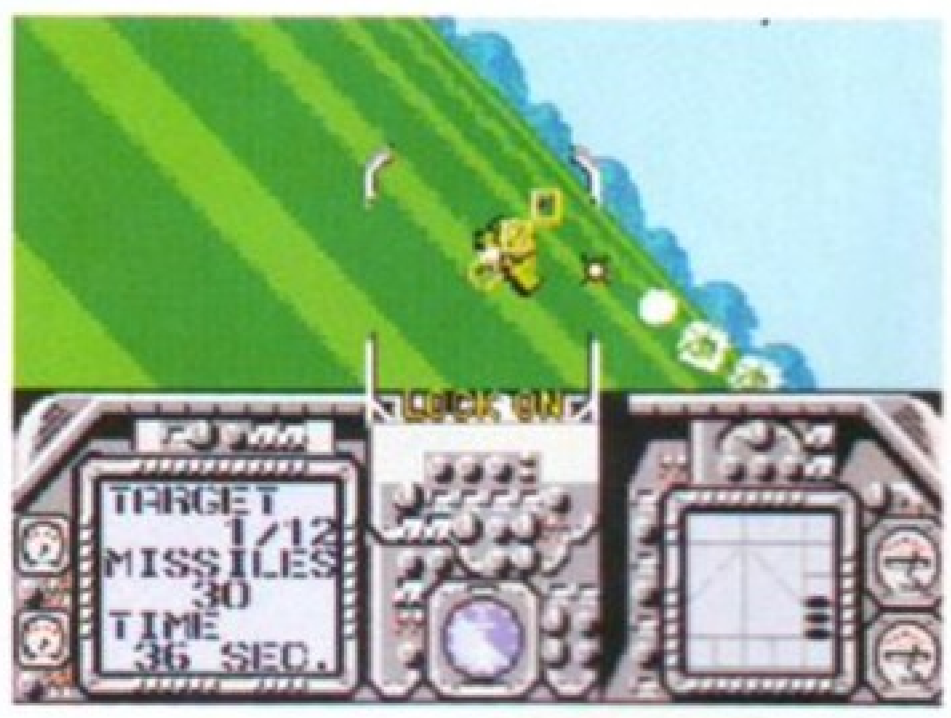
Write down the answers along with your name, address and phone number on the back of a postcard or a stuck-down envelope and send it to **G-LOCkenspiel Compo, *Amiga Format*, 30 Monmouth Street Bath BA1 2BW** to reach us by January 20. The first four correct entries out of the bag win the prizes.

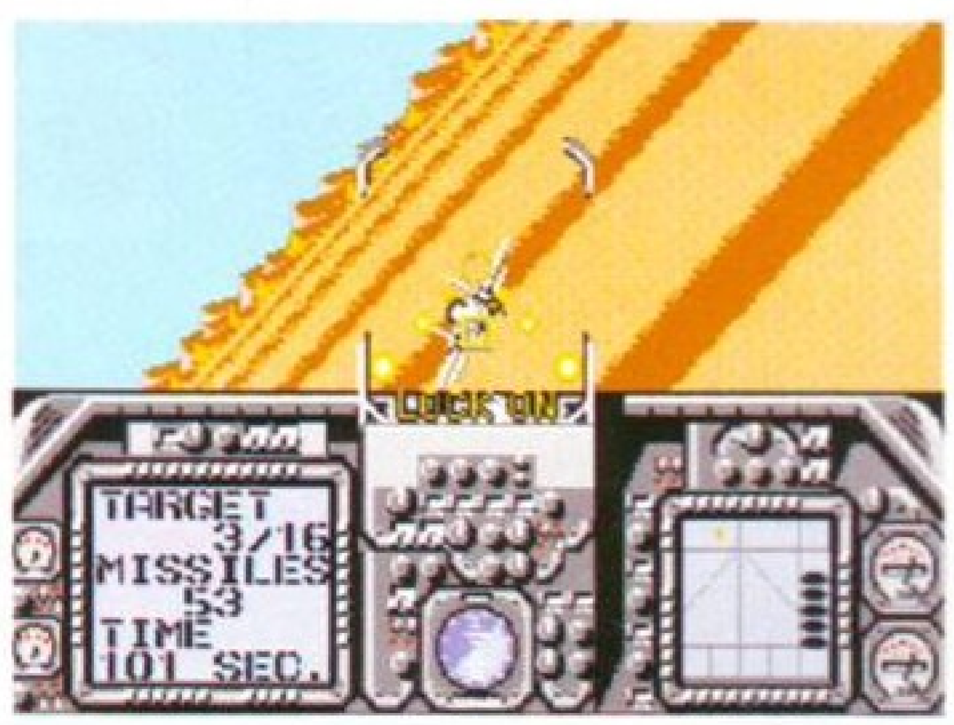
TEENSY WEENSY RULETTES

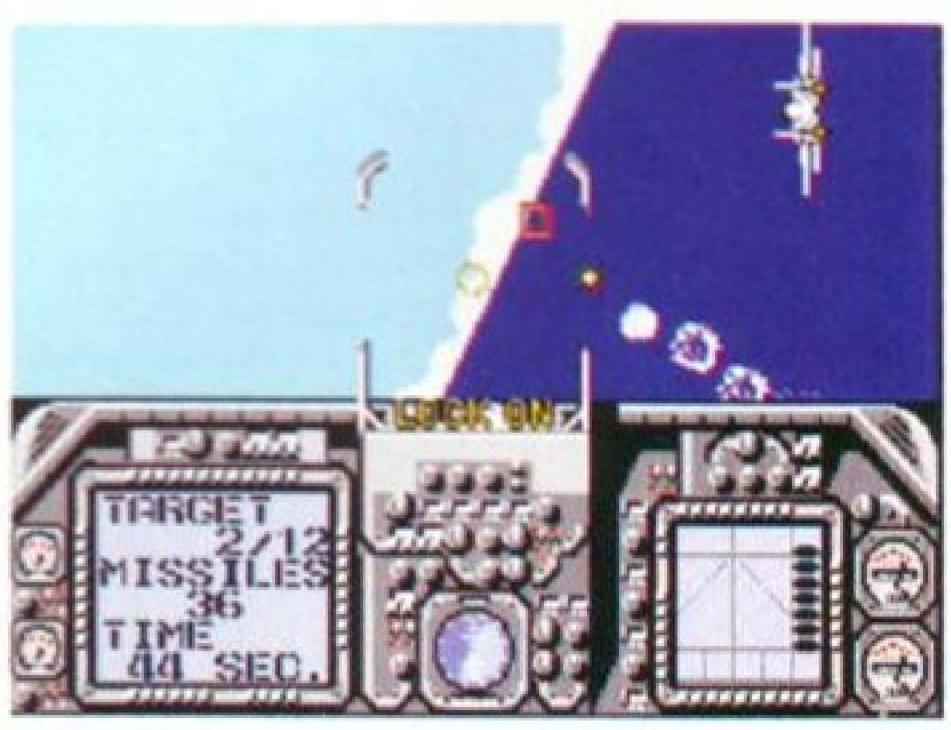
Employees of Future Publishing or US Gold are not allowed to enter. The judges' decision is final and no correspondence will be entered into. No cash or alternative prizes will be offered.











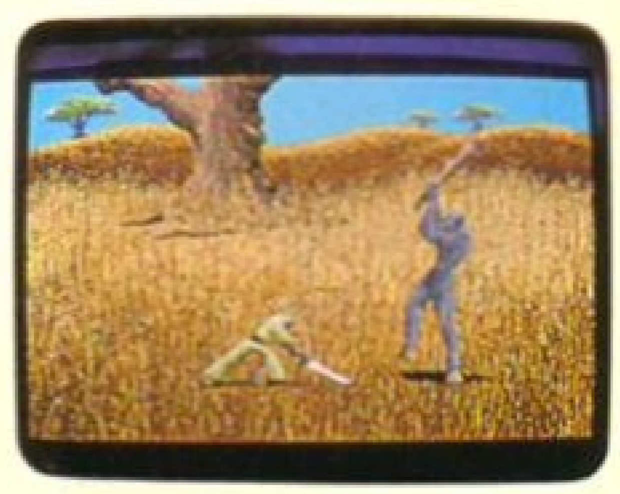

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ST Format - Brilliant.
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A HARD DAYS KNIGHT







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Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

MINDSCAPE

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

Game Busters

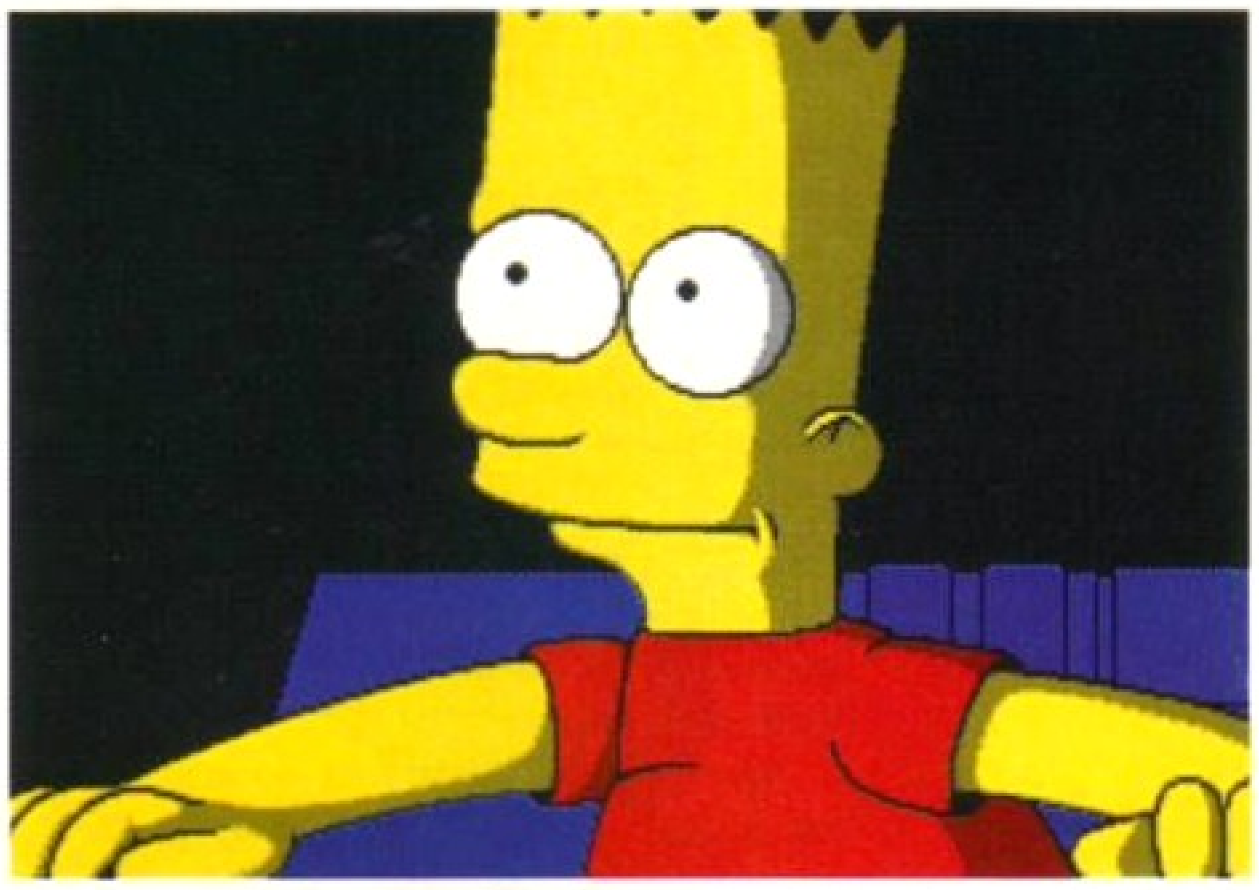
What a treat! All those people who write in saying that they want more of the fantastic tips section, just have a look at this! **Maff Evans** has taken note of your pleas and put together six pages of maps, tips and cheats, so dust off thoes game disks you thought you'd never finish and have a real crack at winning.

WINNERS

The marvellous hints to *Mega-Lo-Mania* took up most of the space, so there's only one prize in the main section. The lucky winner is Andrew Cole for his (rather extensive) list of *Chip's Challenge* codes. If you've got a solution, cheat, set of tips or maps (preferably on disk), then bung them into us at **Gamebusters, Amiga Format, 30 Monmouth Street, Bath BA1 2BW**. There's dosh up for grabs!

The helpful souls who answered the Helping Hand pleas get £25 for their efforts, the recipients of these well-earned tokens being Jonathan Bennet and Christopher Abberton. If you want a helpful tip, then write to Helping Hand at the usual address. Don't send in any self-addressed envelopes! There just isn't enough time to reply to them all, so replies can only be printed in the mag. Sorry!

THE SIMPSONS



This is one of those 'no prizes for a particular letter' sort of tips. A lot of people have sent this one in, so it seems that the Bart phenomenon is taking off on the Amiga as well as T-shirts, stickers, key-rings and the like. Anyway, on with the cheat.

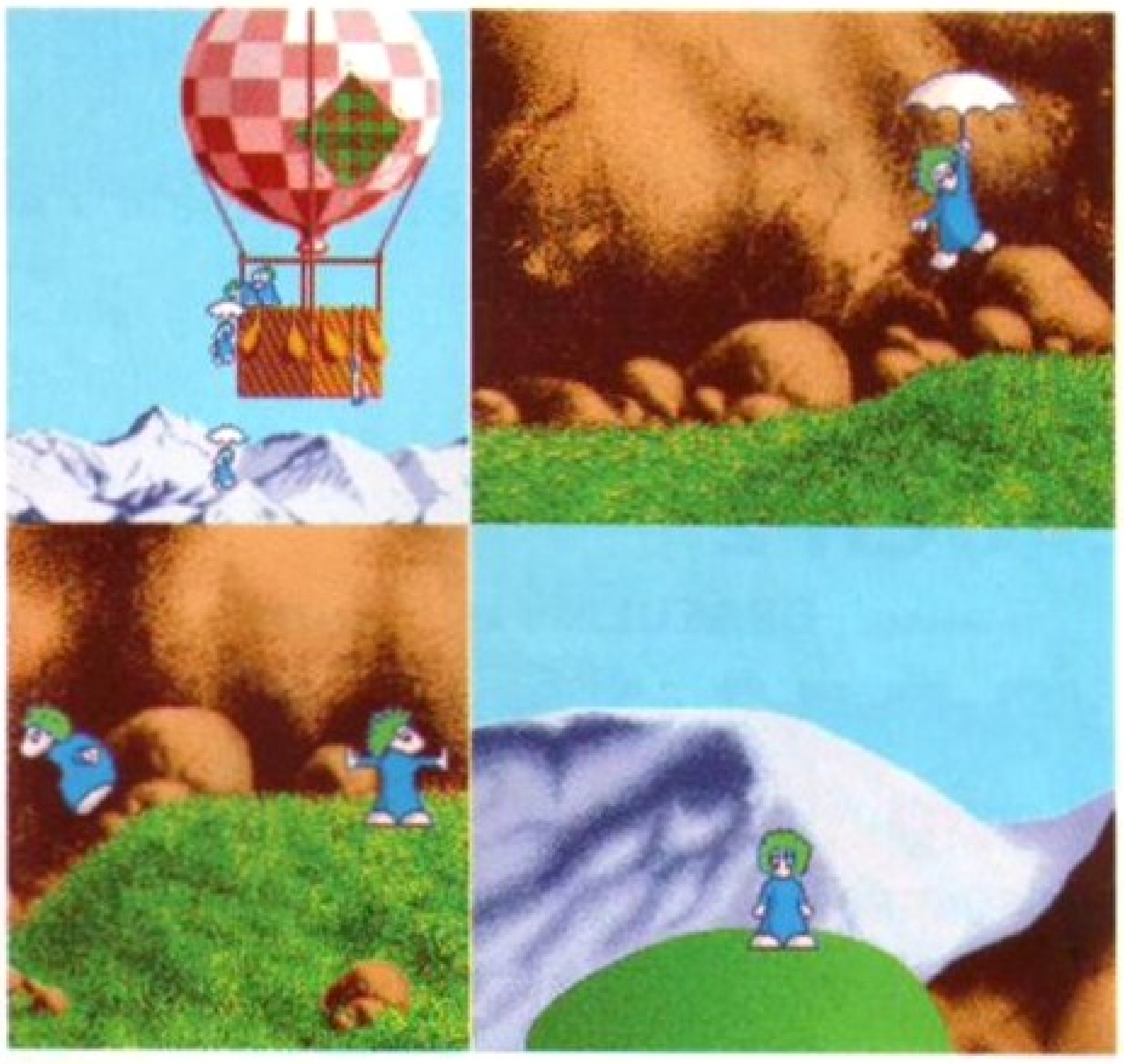
When the title screen appears (where the family is watching the telly) type in COWABUNGA. Now when you start the game you should be able to play with infinite lives.

Another thing we found out recently is linked with the phone booth. Instead of just leaping on it to reach the wires, try using a coin in it. Bart will then phone Moe's, making her so angry that she comes out... but wearing a purple track-suit. Spray her to bring the counter down by one.

LEMMINGS

No wait! Don't be fooled by the appearance of this tip! It's not actually a repeat of the level codes, it's actually a set of access codes for the two-player game. Now why didn't anyone think of that before?

Level	Code
1	JAJHLDIBMO
2	IJHLDIJCMX
3	NHLDIJADMU
4	HLDIJINEMN
5	LDIJAJLFMW
6	DIJIJLLGMP
7	IJANLLDHMM
8	JINLLDIIMV
9	JAJHMDIJMX
10	IJHMDIJKMQ
11	NMMDIJALMN
12	HMDIJINMMW
13	MDIJAJLNMP
14	DIJIJLMOMY
15	IJANLMDPMV
16	JINLMDIQMO
17	JAJHLFIBNR
18	IJHLFIJCNK
19	NHLFIJADNX
20	HLFIJINENQ



Steven Lunn, Wakefield, West Yorkshire

THE RUNNING MAN

Remember Arnie's threat in this film? Well you should do, it's the same as in all the other films! He turns to the camera and says "I'll be back". Well threatening! It doesn't carry much weight in this conversion though, since he stands a good chance of being duffed up by the first opponent he meets. Not the way for a heroic film character to end up, is it? Never mind, this might help.

Play the game until you reach the high-score table, and enter your name as DdIiSsKk (that's 'disk' in upper and lower case merged together). Make sure you enter the upper and lower case letters in the same format otherwise it won't work. When you next play the game you should be able to act more like Arnie and duff up the opponents using your infinite energy.

GP Roebuck, Rotherham, South Yorkshire

ATOMINO

Continuing the nuclear physics theme, here is some help for those having trouble with Psygnosis' forray into the world of atomics. If you keep having to play the same levels, you may be getting bored by now. These codes might be the thing to lift the tedium:



Level	Code
10	IDYLL
20	TAURUS
30	NEPTUNE
40	PHOTON
50	PLANKTON
60	INFERNAL
70	FOSSIL
80	POISON
90	SOUP
100	SULPHATE

Les Jepson, Barnsley, South Yorkshire

Mega-Lo-Mania

Ah the glory of a successful contest! There's nothing to beat it, except the dismal misery of defeat, that is. If you are having trouble battling your way across the islands, then these tips straight from the programmers may offer some helpful pointers.

FINDING ELEMENTS

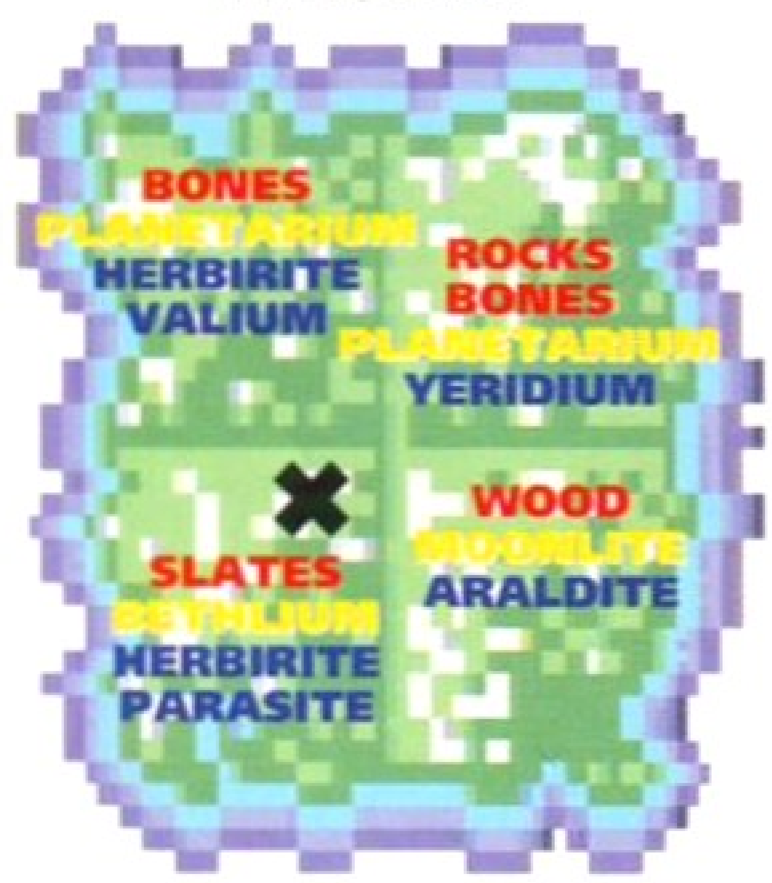
In order to make best use of elements, you need to know where to find them. Follow this guide to locate useful substances.

EPOCH 1

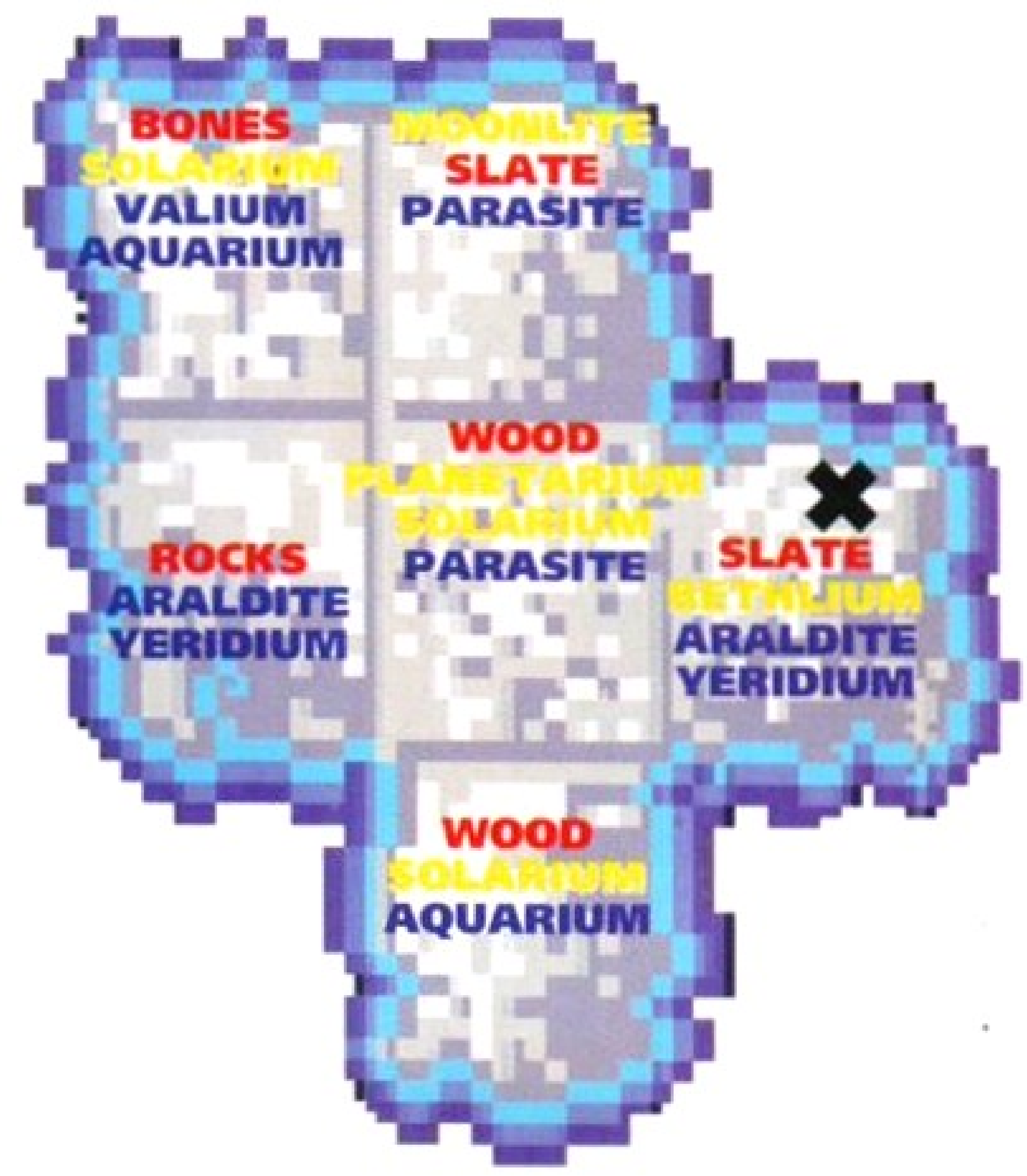
ALOHA



BAZOOKA

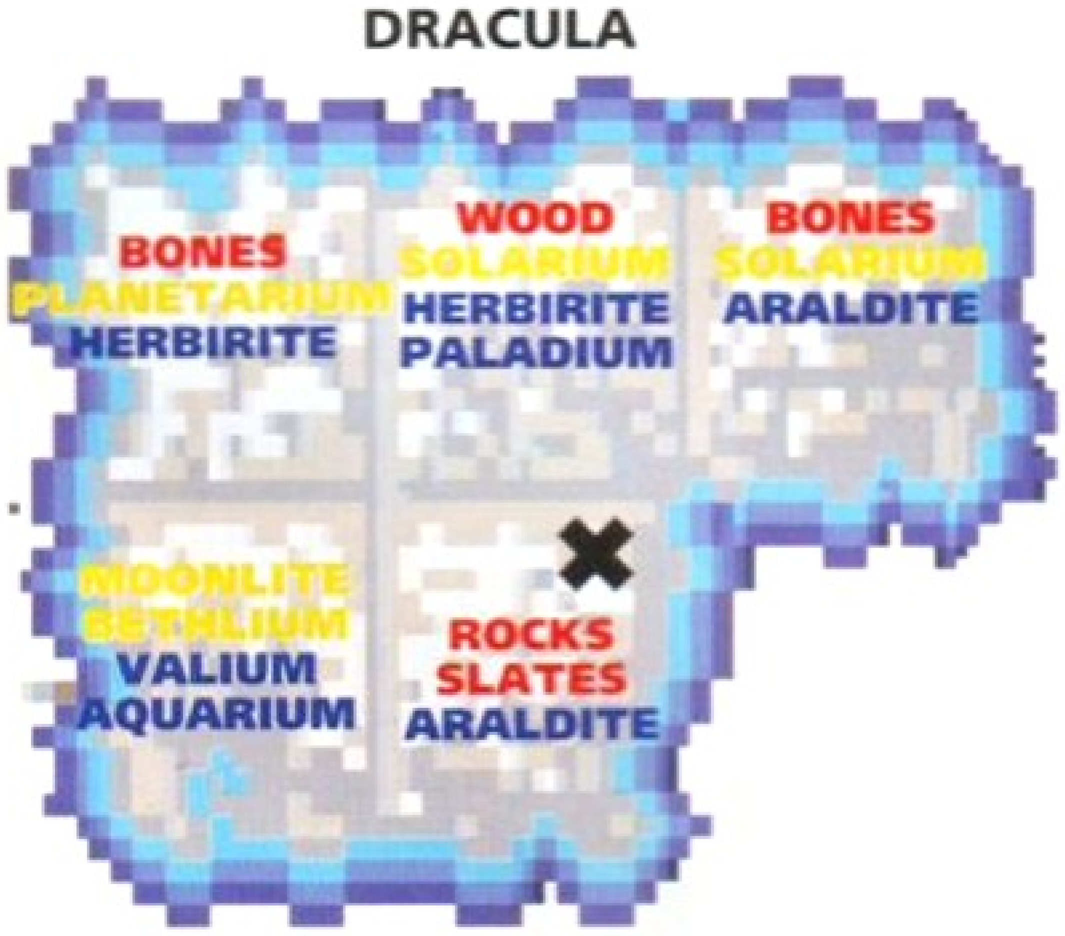


CILLA

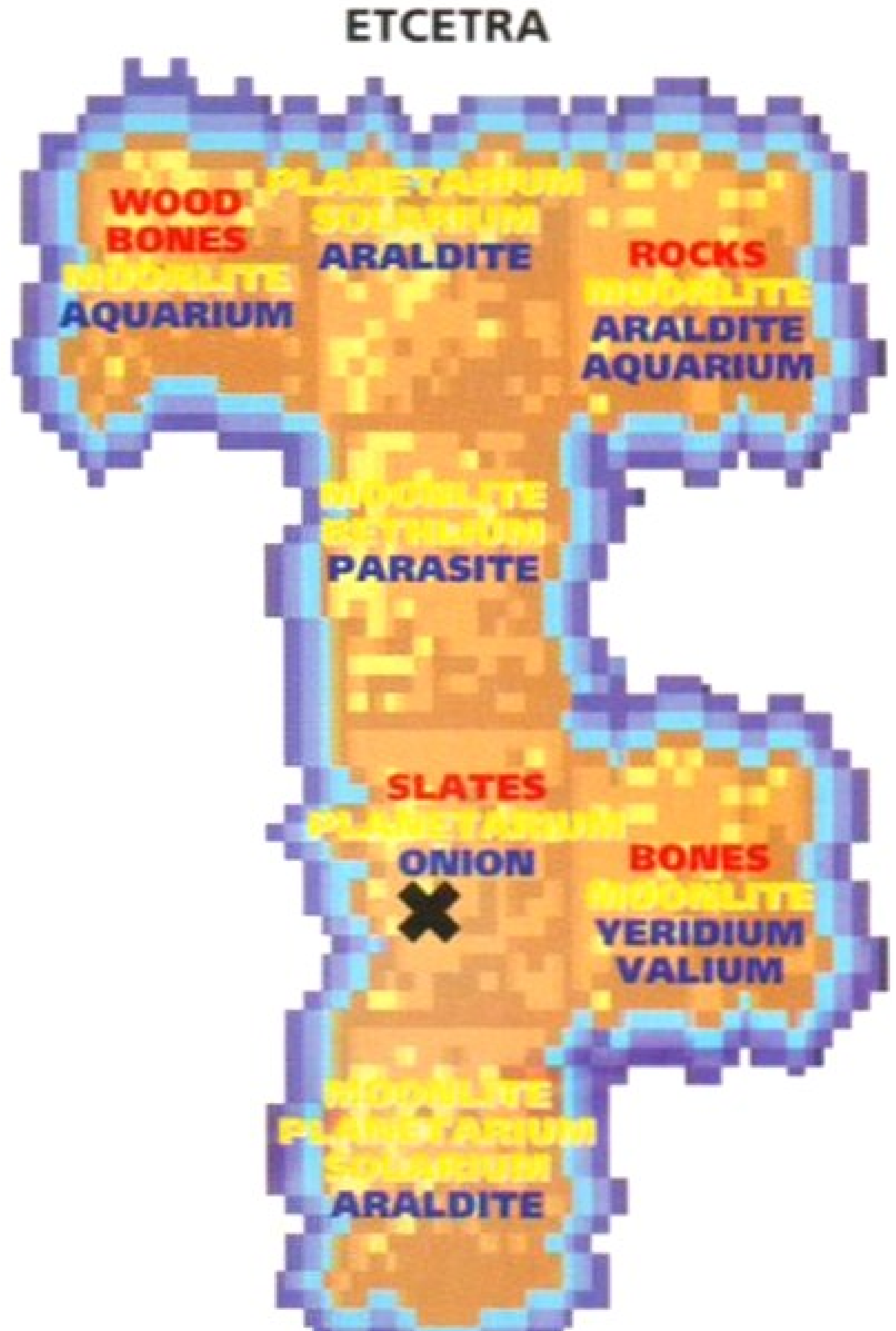


EPOCH 2

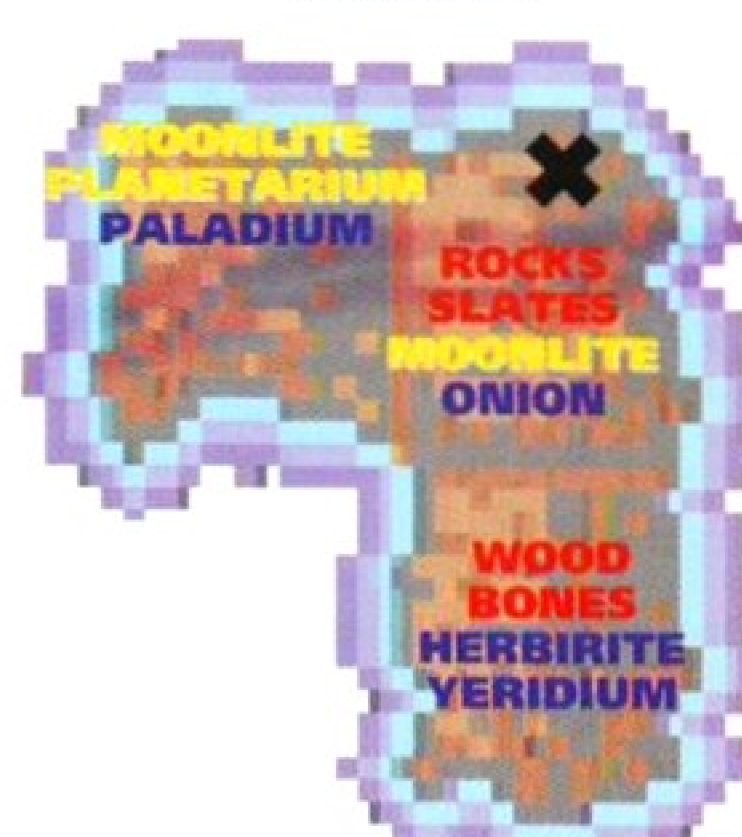
DRACULA



ETCETRA



FORMICA



KEY

- GATHERABLES (red)
- OPEN CAST MINE (yellow)
- PIT MINE (blue)
- ✖ BEST STARTING SECTOR

General strategy tips

Study the maps to find the sector with the best elements for the inventions you wish to make this time, then make it your starting sector.

If you invent something and the designer says, "Ergonomically Terrific", it means that this is the perfect way to design it and reduces the design time by half. Note down the sector that it was in and look under Blueprints for the design, where you will see a hand shaping an OK symbol. You should note down its components. If you see a sector later in the game with the same elements, you will know that this item can be churned out in next to no time.

Sectors with a lot of gatherable elements allow you to quickly produce weapons for a fast surprise attack. However, sectors with mostly gatherable elements are not as desirable if the game has gone on to the later stages, in which case you should try to find a sector with more sophisticated elements.

Whenever you mine a new seam it's best to check the Design menu first in case a new design has become available. If a seam has been totally used up, making a design impossible to produce, bin the design on the Blueprints menu. You may still be able to produce it with the elements you have left.

Don't be too disheartened if designs aren't available to you straightaway. If you want, for example, an army weapon, but you only have shields and building weapons, these may shift you up a tech-level, which will make another element available to you. This may lead to the design you require.

To produce designs that are either quick to make immediately or can be manufactured speedily, try making as much as possible before you start mining, since inventions made from gatherables save time and man-power.

Always wait until clocks have fully ticked away before changing the factory over to production of a new object. Likewise always think twice when designing, since aborting a design when you are half way through it wastes time.

Keep an eye on what elements are in the various sectors, because this can give you clues to what the enemy are like to arm themselves with. And also keep your assignments of men balanced to keep up efficiency. You should only throw all your men into one task in an extreme emergency.

If you have time on your side, try to leave as many men in the tower as possible so that they reproduce. Men are currency, so look after your assets! Being attacked with time on your side allows you to defend by designing shields only using gatherable elements.

Although it's a bad idea to send unarmed men to attack buildings, it is sometimes worth sending a couple of martyrs in to see what kind of armies the enemy have hidden away. Also, keep an eye on the map to see what the enemies are up to.

If you start next to an opponent, try to ally with him right away to stop him from attacking you. It's also an idea to try and ally with an aggressor if you're just about done for. After all, you have nothing left to lose!

Useful Elements for Designs

Rocks, Wood, Bones:
Rock Weapon
Catapult
Spear
Bow and Arrow
Crossbow

Valium, Parasite:
Bow and Arrow
Boiling Oil
Musket

Slate, Moonlite, Planetarium:
Pike
Longbow
Giant Catapult
Stick Weapon
Spear
Musket

Aquarium, Paladium:
Giant Catapult

Bethlium, Solarium, Araldite:
Catapult
Pike
Longbow
Cannon
Boiling Oil
Crossbow

Herbirite, Yeridium:
Longbow
Giant Catapult

THE CHARACTERS

SCARLET



Usually a good bet for a quick alliance, but she's prone to infidelity. Scarlet tends to attack frequently and can be easily tempted into battle, luring her unpredictable armies away from their duties.

CAESAR



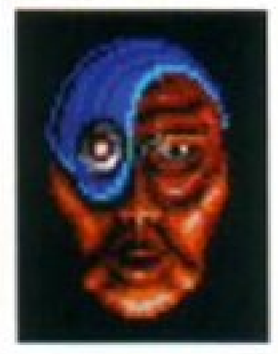
It's hard to persuade him to join you, but he's a reliable ally, has a good balance between attack and defence and likes building weapons (since he knows the designs). So try to keep his territory to a minimum.

OBERON



This chap tends to offer an alliance more than most, but tends to be unfaithful. He attacks erratically, but is a useful ally to have in battle. He likes to design any weapon and is prone to retaliation against attacks.

MEDCAP



Allying with him is near impossible, but once you do he's faithful to the end. A careful tactician, so the best strategy when battling him is to hit early. Though he seldom attacks, his assaults are overpowering.

SHIELD DESIGN

	Rocks Wood Bones	Slate Moonlite Planetarium	Bethlium Solarium Araldite	Herbirite Yeridium	Valium Parasite	Aquarium Paladium
Epoch 1	**Shield 1 Shield 2 Shield 4**	**Shield 1 Shield 3**	**Shield 2**	**Shield 3 Shield 4**	**Shield 4**	
Epoch 2	**Shield 1 Shield 3 Shield 4**	**Shield 2**	**Shield 1**	**Shield 2 Shield 3**	**Shield 3**	**Shield 4**
Epoch 3	**Shield 2 Shield 3 Shield 4**	**Shield 1**	**Shield 4**	**Shield 1 Shield 2**	**Shield 2**	**Shield 3 Shield 4**

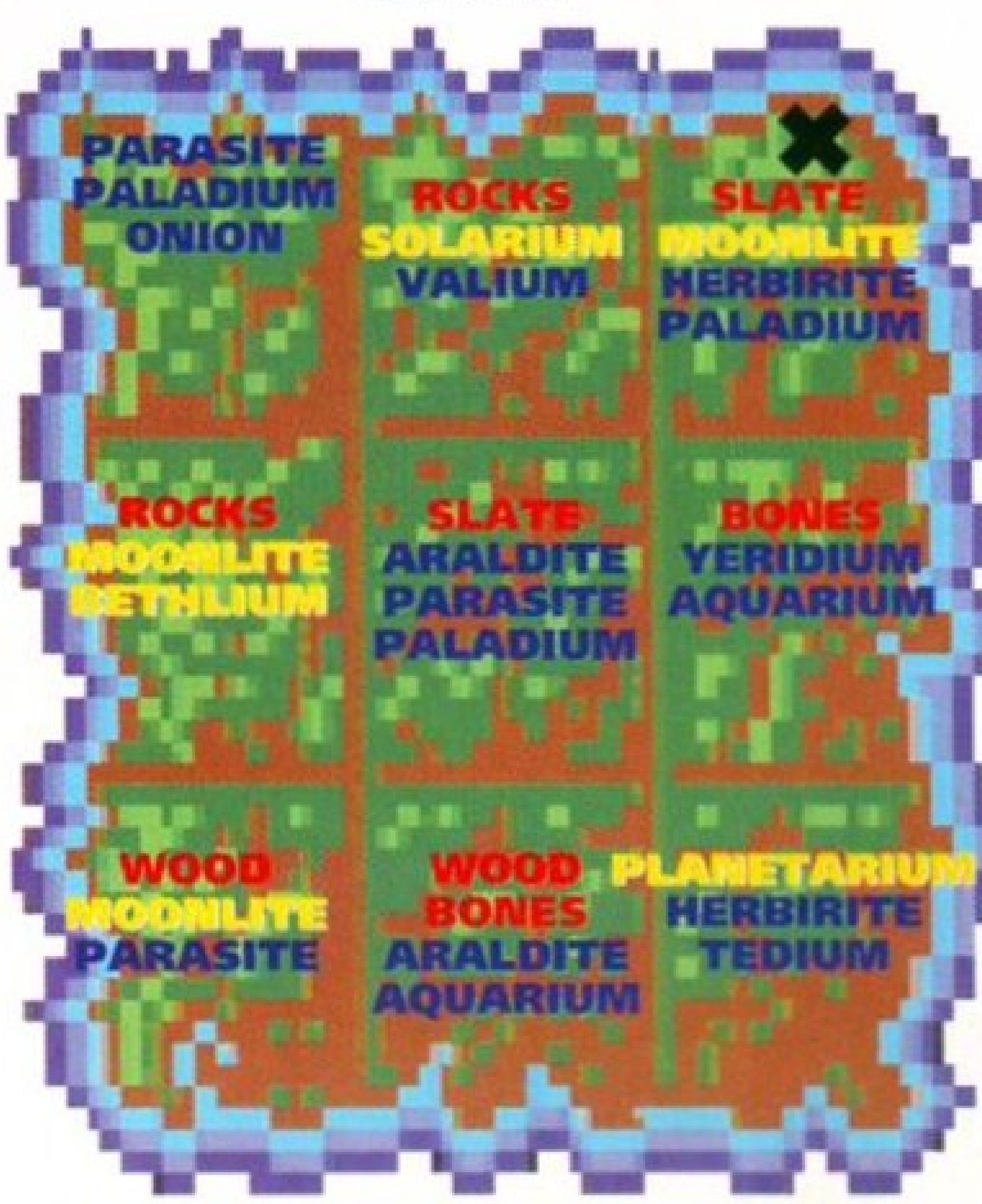
All elements can be used on all the designs with the exception of rock and stick weapons.

EPOCH 3

GAZZA



HERNIA



IBIZA



CHIP'S CHALLENGE

£50

Yes, I know. It's an old game and we've printed hints for it before. But what about those of you who still enjoy the game and don't want to use a cheat? Didn't think of that did you? These people might well need a set of codes. Stone me! Here's set of *Chip's Challenge* codes!

Level	Name	Code
1	LESSON 1	BDHP
2	LESSON 2	JXMJ
3	LESSON 3	ECBQ
4	LESSON 4	YMCJ
5	LESSON 5	TQKB
6	LESSON 6	WNLP
7	LESSON 7	FXQO
8	LESSON 8	NHAG
9	NUTS AND BOLTS	KCRE
10	BUSHFIRE	VUWS
11	TRINITY	CNPE
12	HUNT	WVHI
13	SOUTHPOLE	OCKS
14	TELEPORT	BTDY
15	ELEMENTARY	COZQ
16	CELLBLOCKED	SKKK
17	NICE DAY	AJMG
18	CASTLE MOAT	HMJL
19	DIGGER	MRHR
20	TOSSED SALAD	KGFP
21	ICEBERG	UGRW
22	FORCED ENTRY	WZIN
23	BLOBNET	HUVE
24	OOR TO GOLD	UNIZ
25	BLINK	PQGV
26	CHCHCHIPS	YVYJ
27	GO WITH THE FLOW	IGGZ
28	PING PONG	UJDD
29	ARTICFLOW	QGOL
30	MISHMESH	BQZP
31	KNOT	RYMS
32	SCAVENGER HUNT	PEFS
33	ON THE ROCKS	BQSN
34	CYPHER	NQFI
35	LEMMINGS	VDTM
36	LADDER	NXIS
37	SEEING STARS	VQNK
38	SAMPLER	BIFA
39	GLUT	ICXY
40	FLOORGASBORG	YWFH
41	I.C. YOU	GKWD
42	BEWARE OF BUG	IMFU
43	LOCK BLOCK	UJEP
44	REFRACTION	TXHL
45	MONSTER LAB	OVPX
46	THREE DOORS	HDQJ
47	PIER SEVEN	LXPP
48	MUGGER SQUARE	JVSF
49	PROBLEMS	PPXI
50	DIGDIRT	QBDH
51	I SLIDE	IGGJ
52	THE LAST LAUGH	PPHT
53	TRAFFIC COP	CGNX
54	GRAIL	ZMGC
55	POT POURRI	SJES
56	DEEPFREEZE	FCJE
57	STRANGE MAZE	UBXU
58	LOOP AROUND	YBLT
59	HIDDEN DANGER	BLDM
60	SCOUNDREL	ZYVI
61	RINK	RMOW
62	SLO MO	TIGW
63	FACTORY	GOHX
64	SPOOKS	IJPQ
65	AMSTERDAM	UPUN
66	VICTIM	ZIKZ
67	CHIPMINE	GGJA
68	EENY MINY MOE	RTDI
69	BOUNCE CITY	NLLY
70	NIGHTMARE	GCCG
71	CORRIDOR	LAJM
72	REVERSE ALLEY	EKFT
73	MORTON	QCCR
74	PLAYTIME	MKNH
75	STEAM	MJDV
76	FOUR PLEX	NMRH
77	INVINCIBLE CHAMPION	FHIC
78	FORCE SQUARE	GRMO
79	DRAWN AND QUARTERED	JINU
80	VANISHING ACT	EVUG
81	WRITERS BLOCK	SCWF
82	SOCIALIST ACTION	LLIO
83	UP THE BLOCK	OVPJ
84	WARS	UVEO
85	TELENET	LEBX
86	SUICIDE	FLHH
87	CITYBLOCK	YJYS
88	SPIRALS	WZYV
89	BLOCKBUSTERS	VCZO
90	PLAYHOUSE	OLLM
91	JUMPING SWARM	JPQG
92	VORTEX	DTMI
93	ROADSIGN	REKF
94	NOW YOU SEE IT	EWCS
95	FOUR SQUARE	BIFQ
96	PARANOIA	WVHY
97	METASTABLE TO CHAOS	IOCS
98	SHRINKING	TKWD
99	CATACOMBS	XUVU
100	COLONY	QJXR
101	APARTMENT	RPIR
102	ICEHOUSE	VDDU
103	MEMORY	PTAC
104	JAILER	KWNL
105	SHORT CIRCUIT	YNEG
106	KABLAM	NXYB
107	BALLS OF FIRE	ECRE
108	BLOCKOUT	LIOC
109	TORTURE CHAMBER	KZQR
110	CHILLER	XBAO
111	LAPSE	KRQJ
112	FORTUNE FAVOURS THE	NJLA
113	OPEN QUESTION	PTAS
114	DECEPTION	JWNL
115	OVERSEA DELIVERY	EGRW
116	BLOCKBUSTERS 2	HXMF
117	THE MARSH	FPZT
118	MISS DIRECTION	OSCW
119	SLIDE STEP	PHTY
120	IN THE SOUP	FLXP
121	PERFECT MATCH	BPYS
122	TOTALLY FAIR	SJUM
123	THE PRISONER	YKZE
124	FIRETRAP	TASX
125	MIXED NUTS	MYRT
126	BLOCK N ROLL	QRLD
127	SKELTZIE	JNWZ
128	ALL FULL	FTLA
129	LOBSTER TRAP	HEAN
130	ICE CUBE	XHIZ
131	TOTALLY UNFAIR	FIRD
132	MIX UP	ZYFA
133	BLOB DANCE	TIGG
134	PAIN	XPPH
135	TRUST ME	LYWO
136	DOUBLE MAZE	LUZL
137	GOLD KEY	HPPX
138	PARTIAL POST	LUJT
139	YORKHOUSE	VLHH
140	ICE DEATH	SJUK
141	UNDERGROUND	MCJE
142	PENTAGRAM	UCRY
143	STRIPES	OKOR
144	FIREFLIES	GVXQ

Ian Pugh and Andrew Cole, Gosport, Hampshire

FANTASY WORLD DIZZY

A strange land of dragons and adventure is hardly the safest place to be if you're only a little egg. All those struggling, oval adventurers out there needn't get too disheartened though, since help is at hand!

Start the game and play as normal until you get onto the high-score table, at which point you should enter your name as IMMORTAL. As the nature of the cheat code would suggest, when you next start you should have infinite lives. Now you can reach the lofty adventuring status of a hero.

GP Roebuck, Rotherham, South Yorkshire

RODLAND

Off to rescue mummy, eh? Well a little chap like you shouldn't have to face all those nasty monsters alone, so here is a little bit of advice to help you on your way. Well, not so much advice as a cheat (sshh, don't tell anybody)!

Start the game as normal, then press pause and press Help five times. When you unpause the game, the life counter will still tick down, but the game won't end when you runs out of lives. That should help in your quest to save dear mama!

Michael Cordner, Rothersthorpe, Northants

SHADOW DANCER

Now there's a rumour going round that the cheat code is GIVE ME INFINITIES, that's not true. So it's time we put the record straight! Pause the game and type GIVE ME INFINITES followed by a Return and you will be able to press X to skip a level. Well there you go. What's an 'i' between friends?

No credit for this tip, I'm afraid, there were heaps of letters on the subject. Never mind, thanks to everyone that sent it in anyway.

ATOMIX

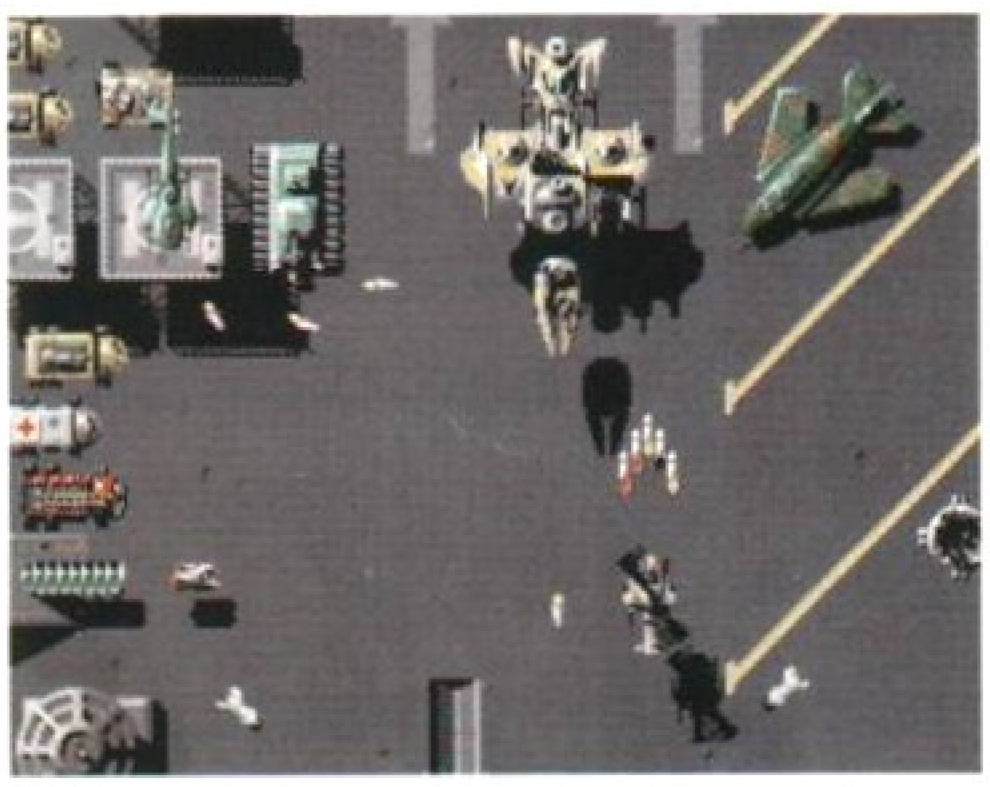
Don't get flustered if placing all the atoms within the time limit gets too much. Try this! Go to the password screen and type TIME. When you start the game, you shouldn't have to worry about the time limit.

Zulfigar Haidar, Bearsden, Glasgow


• Play in one or two player mode
AIR-LAND-SEA
BATTLE ISLE
STRATEGY
• Appeals to all levels: beginner to expert
• More strategy than chess
• 32 unique levels: 16 maps for one player mode, another 16 maps for two player mode, plus two secret map missions!
Available on AG-ST-PC
• Wide variety of units to control: from infantryman to aircraft carriers
• Each vehicle in battle has detailed statistics and abilities.
• Combat powers against varying types of offensive vehicle, speed reactions and defensive abilities are all taken into consideration.
You are the chief of your military staff and you have complete control to mobilise your armies to attack the enemy occupied islands.
"Not only does the superb presentation put this game far above most others of its genre, it has been designed with the general gamesplayer in mind, and is very accessible and highly playable."
Laurence Scotford - The One
Battle Isle is one of the highest quality strategy games available.
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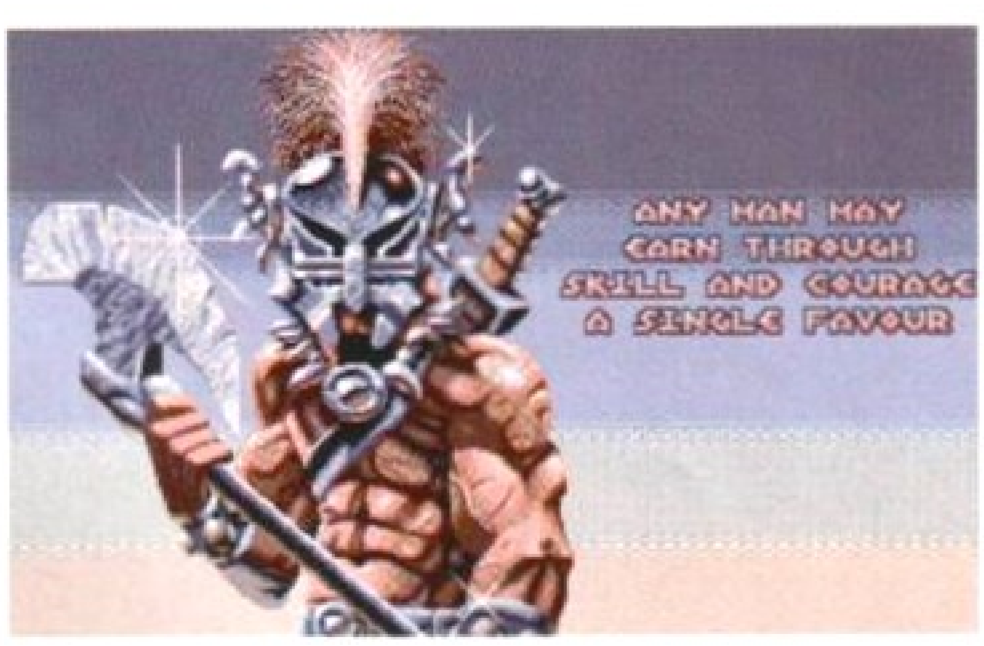
We got a hot one for ya...

Throughout the year, Gamebusters tries to bring you the cheats for as many of the hot games as we can, but we thought the festive season seems like a good time to look back on the past 12 months and put together a mega list of the top cheats for some of the hottest arcade-action games of the year. FAB Virgil...



1. SWIV

If your having a little trouble handling all that military hardware, pause the game and type NCC-1701 (including the dash). When the game restarts, you will have infinite lives.



2. GODS

For some extra godlike power, select the 'enter password' option and type in SORCERY. You should now be able to start with infinite energy.



3. ELF

A little munchkin isn't supposed to deal with all that danger, so a little more currency might help. To give him a bit of a hand, type CHOROPOO at any point during the game. You will then be given 99 pets.



4. TURRICAN 2

The lone saviour of a race? Could be, but the chances are slim if the person controlling him can't beat the enemy. For infinite lives and power lines, press Help to get to the music selection page, press 4 to stop the music, then press 2. After about 10 seconds of music, press Escape twice, then play the game.

5. Z-OUT

More shoot-em-up action to tease and frustrate you! If this game is causing problems, then simply hold the J key while playing and hit 1-8 to select the relevant level. If this still doesn't help, hold J and press K for infinite lives. To turn the cheat off (that guilty conscience getting too much?) just press J and K again.



6. CHUCK ROCK

After a lifetime of TV, beer, chips and gravy, Chuck is hardly in the best of shape to carry out a rescue mission. For infinite energy, type UNCLE SAMS on the screen where the band is playing. Alternatively, type TURN FRAME to switch on the level select mode. With this you can use the number keys to select the required level.

7. KILLING CLOUD

All alone against the crime world of San Francisco. Not very easy to handle with the limited resources available, is it? To boost your supplies, enter 1KILLING as a mission code. You will then be given 28 PUPS and 28 nets.

8. CAR-VUP

Feeling sorry for that poor little cartoon car's plight? Well try entering R.J.TOONE on the score table for infinite lives. If the fact that you can't stop is bugging you, press Z for brakes.

9. SUPERCARS 2

If your races are more a 'pile into the walls' affair than beating the other cars, then try this. Enter player one's name as 'Wonderland' and player two's as 'The Seer'. You can now start a game in either one or two-player mode with the cheat active.



10. PREDATOR 2

If that scaly monster is getting too much for you, then try some insults. In other words, pause the game and type YOU'RE ONE UGLY MOTHER. You can now play with infinite energy. Bullets? Pah!

11. SWITCHBLADE 2

If a robotic arm isn't enough to help you through the robot-infested zones, then try this. When the title screen appears, type LEVEL and the number of the stage you wish to jump to. For a more unusual trick, type CHROME to enter a sub-game.



12. ROBOCOP 2

'Your move, creep!' BANG! Oh dear. Robocop gets flattened! This might help, though: try typing SERIALINTERFACE (no spaces) on the title screen. Now press F9 to restore energy or F10 to skip levels.

LOTUS TURBO CHALLENGE 2

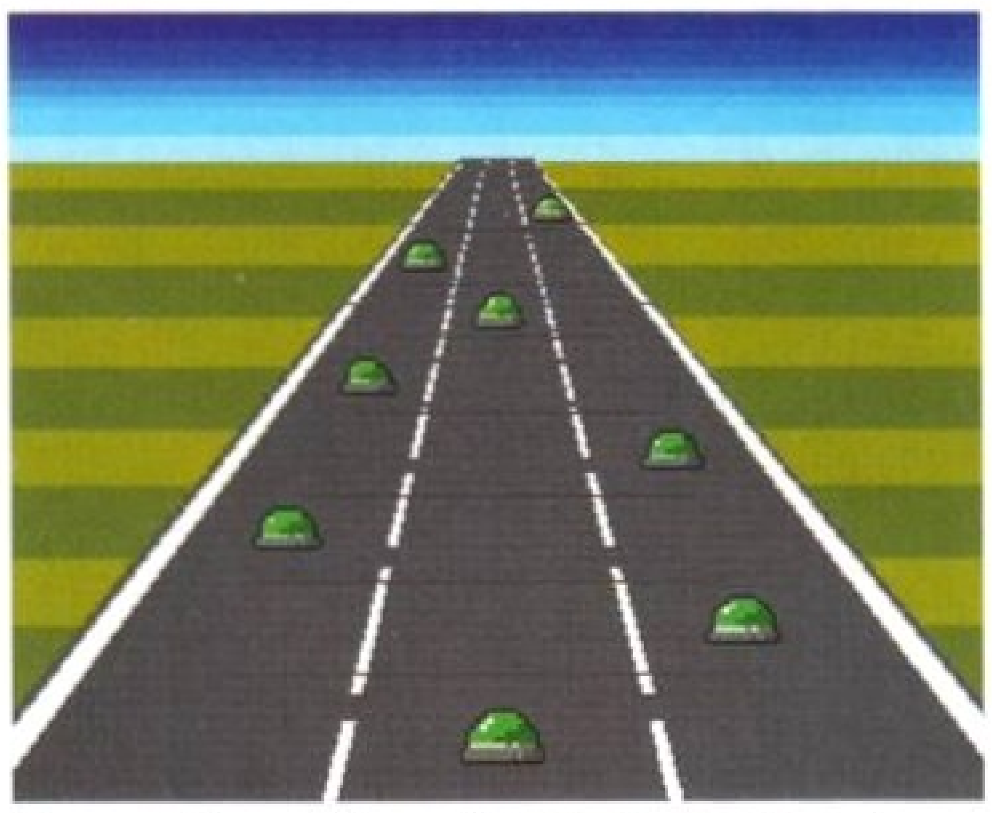
After receiving praise in the last issue of *Amiga Format*, Gremlin's latest race game has obviously won a lot of fans – judging by the number of letters listing the codes that have been sent in.

To jump to the various sections, use these codes:

Course	Password
Forest Course	No Code
Night Course	TWILIGHT
Fog Course	PEA SOUP
Snow Course	THE SKIDS
Desert Course	PEACHES
Motorway Course	LIVERPOOL
Marsh Course	BAGLEY
Storm Course	E BOW

If you still can't finish any of the sections, then maybe a cheat would be beneficial. Try typing in one of these instead of a password:

DEESIDE: Allows you to qualify for the next stage even if the timer runs out



Here are the positions of the first set of time domes on the Marsh course. Each dome adds two seconds.

TURPENTINE: Gives you infinite time

So you're tired of driving around, eh? Well try entering DUX as a password to access a secret game. To get back to the racing, press the mouse button.

Some of you may be having trouble with the last two courses, since these require you to pick up domes littered around the track. On the Marsh course, the first time-dome section is on a straight, with the domes in the positions shown on the picture.

The next time-dome section on this course has all the domes placed on the inside edge of the bends. On the Storm course, try to collect the turbo-domes found just off the centre of the track. These will give you enough speed to reach the checkpoint.

Yet again, there is no single accolade for sending this in, since there were so many entries (more than any other tip this month). Thanks go to everyone who bothered, though.

HELPING HAND

Whisper Softly

£25

The most frequent enquiry that people have sent in to Helping Hand has to be concerning the password in *Shadow of the Beast II*. Many people have replied to a letter printed a while ago claiming that the TEN PINTS cheat is the password, but this isn't true. But now (drum roll please) we have the password! And the word to whisper is... SUNSTOVE.

The sender of this life-saving code is **Christopher Abberton** from **Cleveland**, who wins a mail order voucher for his trouble.

I'll Be Back

I recently purchased *Terminator 2*, but unfortunately, I can't get past level two. Please can you tell me if there are any cheats or tips.

Mark Sinclair,
Milingarie, Glasgow

Dear me! We all found the game far too easy without a cheat (hence the 60 per cent score). Still, if anyone out there knows of a cheat, then send it in to Helping Hand. It could be your lucky day.

Unfathomable

I desperately need a cheat for *The Untouchables* (I know it's quite old) because I can't get more than 30 pieces of evidence and I keep getting shot.

Ian Morgan,
Hamworthy Poole

If it's a cheat you want, it's a cheat you shall have! Type in SOUTHAMPTONGAZETTE and you will be able to skip levels by pressing F10. If you press Help on levels two, three and six you will be transported halfway through the level. Hope that helps!

Colour Me Magic

£25

Back in Issue 27, we had a letter from Mark Hopkins who was having trouble with the staff section in the *Seven Gates of Jambala*. Well Mark, fret no more! Here is the correct combination to use: Brown, Yellow, Violet, Red, Light Blue, Blue, Green. **Jonathan Bennet** from **Hindley** Green (near Wigan!) gets a £25 voucher for sending in this reply.

Kick it In

Please could you give me a cheat for *Full Contact*? Please print it as it will make my day.

Tom Hughes,
Wallingford, Oxfordshire



Ah. Sorry, but I'm going to have to ruin your day. Finbar Bone-Anderson also wrote in asking for tips on this game, but I'm going to have to disappoint both of you. No-one around here knows what the cheat is. If anyone out there happens to come across one, then send it in for a chance at winning the loot!

Let's Go!

Can you help me on level 15 of *Lemmings*? All the lemmings die! Worst of all, the lemmings get caught in the trap. Please help!

Matthew Sammon,
Rochester, Kent

It sounds as though you've already got pretty far, since the difficult bit is at the beginning. Anyway, here's how to do it...

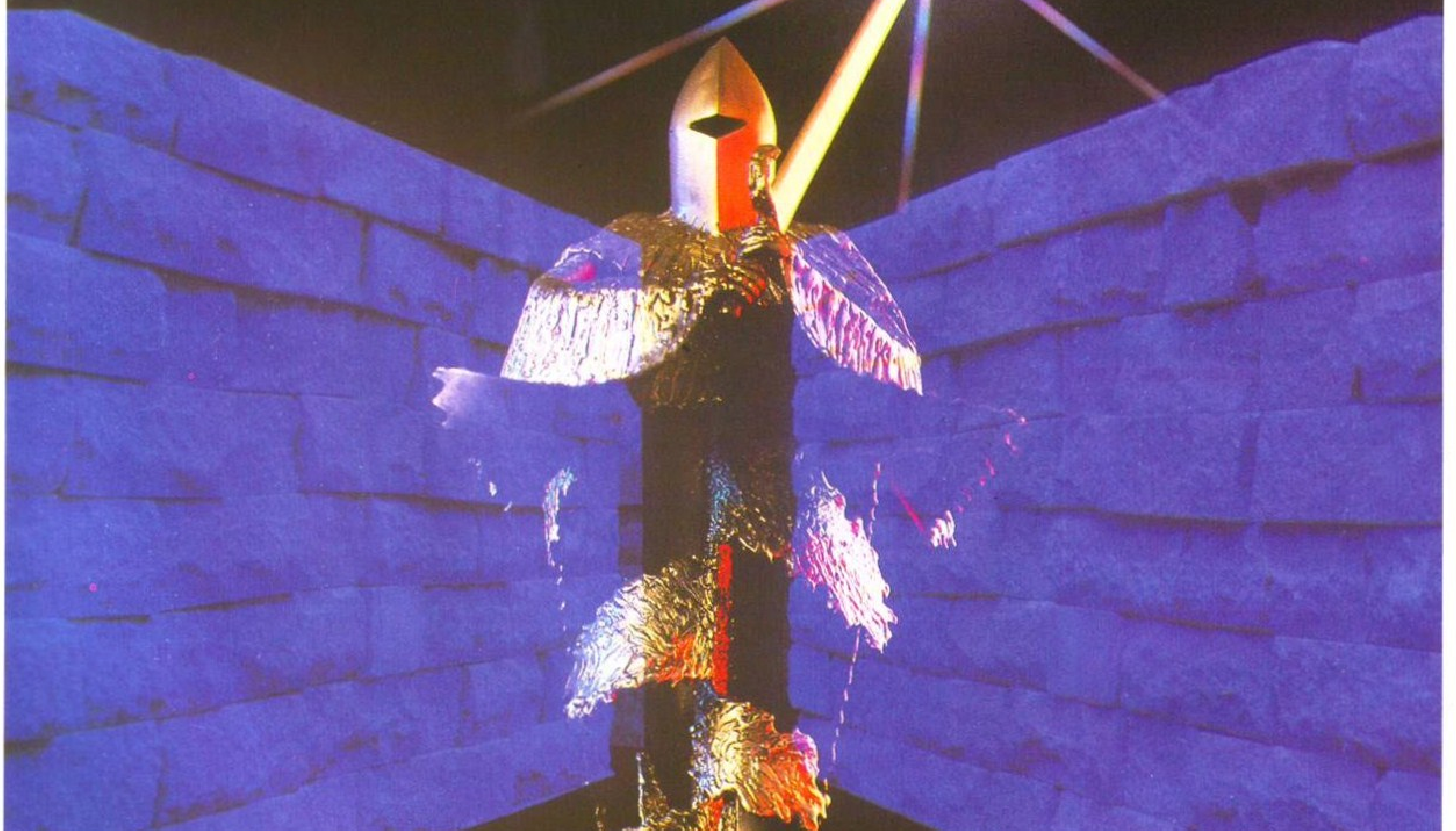
Let one lemming walk down the blocks, then turn the second into a Blocker as close to the last block as possible. When the first lemming gets close to the columns, turn him into a Miner so that he digs into the ground, then make him a Basher before he tunnels off the bottom of the screen. When he reaches the end, make him a Builder before he falls off, then set him bridging again when he finishes building. While he's constructing the second bridge, bomb the Blocker to set the others free, then go back and finish bridging the gap. When he climbs the first set of steps, turn him into a builder to bridge the gap above the trap. The lemmings should all walk to freedom.

That's all we've got time for. If you've a serious problem, then we may have something for you. Then *Screenplay 2* is here! Following on from the original (you have bought a copy, haven't you?). This second volume contains a new set of over 100 games, with mini reviews for each entry. You will find heaps of tips, cheats, maps and solutions to the top games as well as some older classics. Christmas is just around the corner, so start dropping those hints!

Oh, and Merry Christmas!

If you're stuck on a game or have a solutionto one, then write it down and send it in along with the name of the game cheat on the envelope to HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW

Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

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'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

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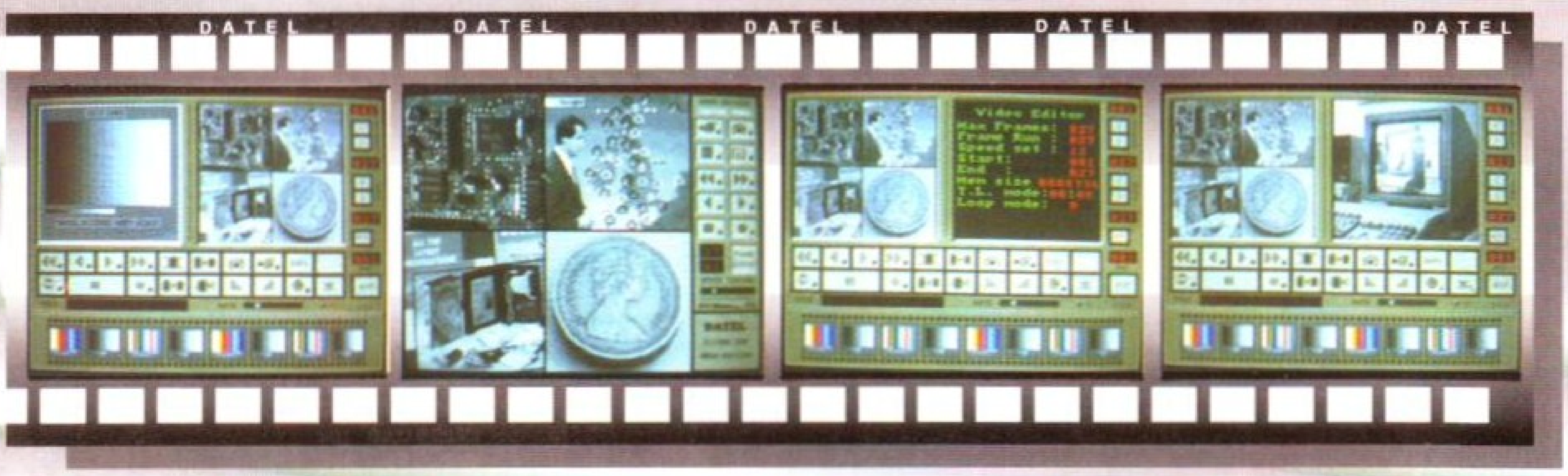
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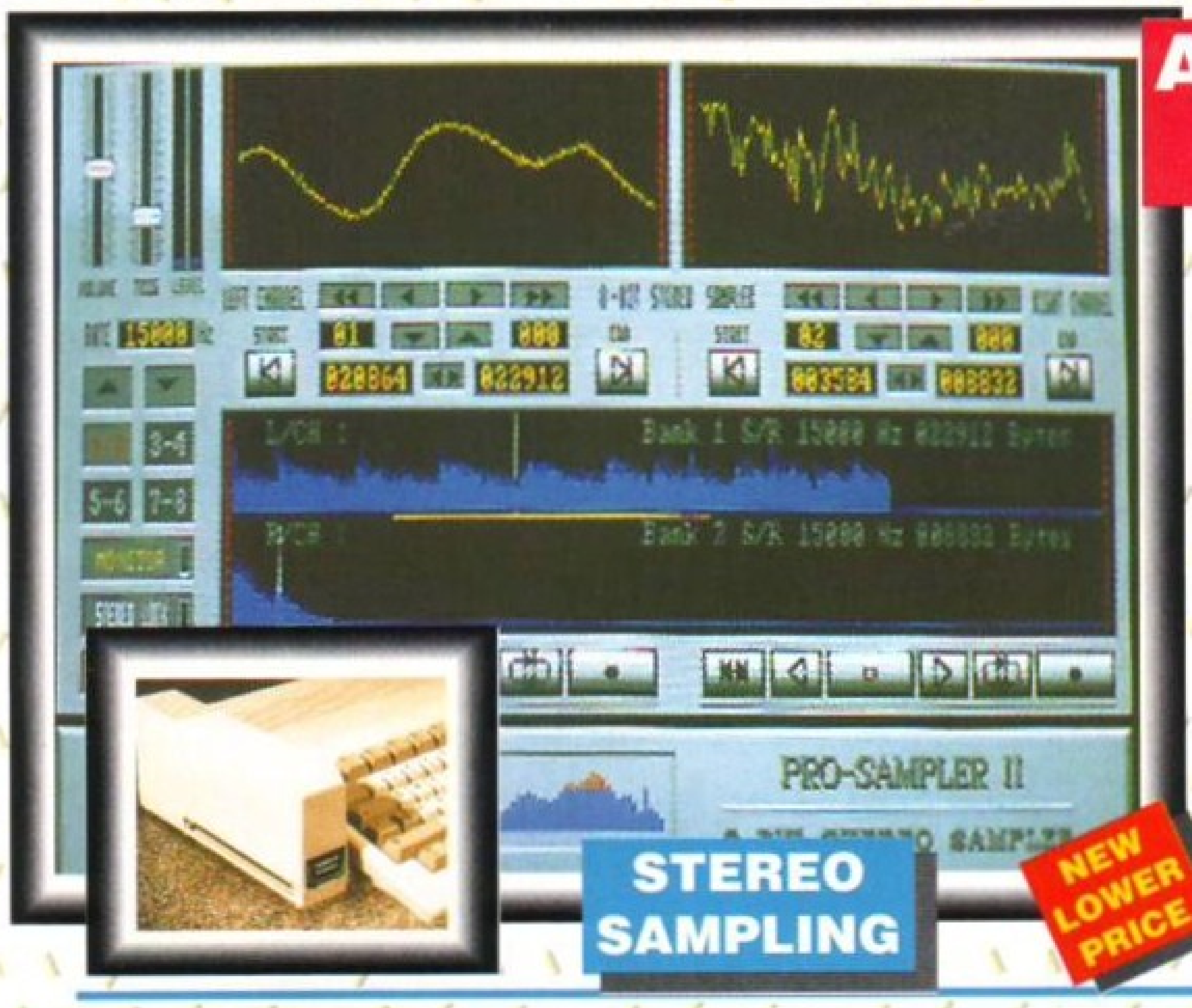
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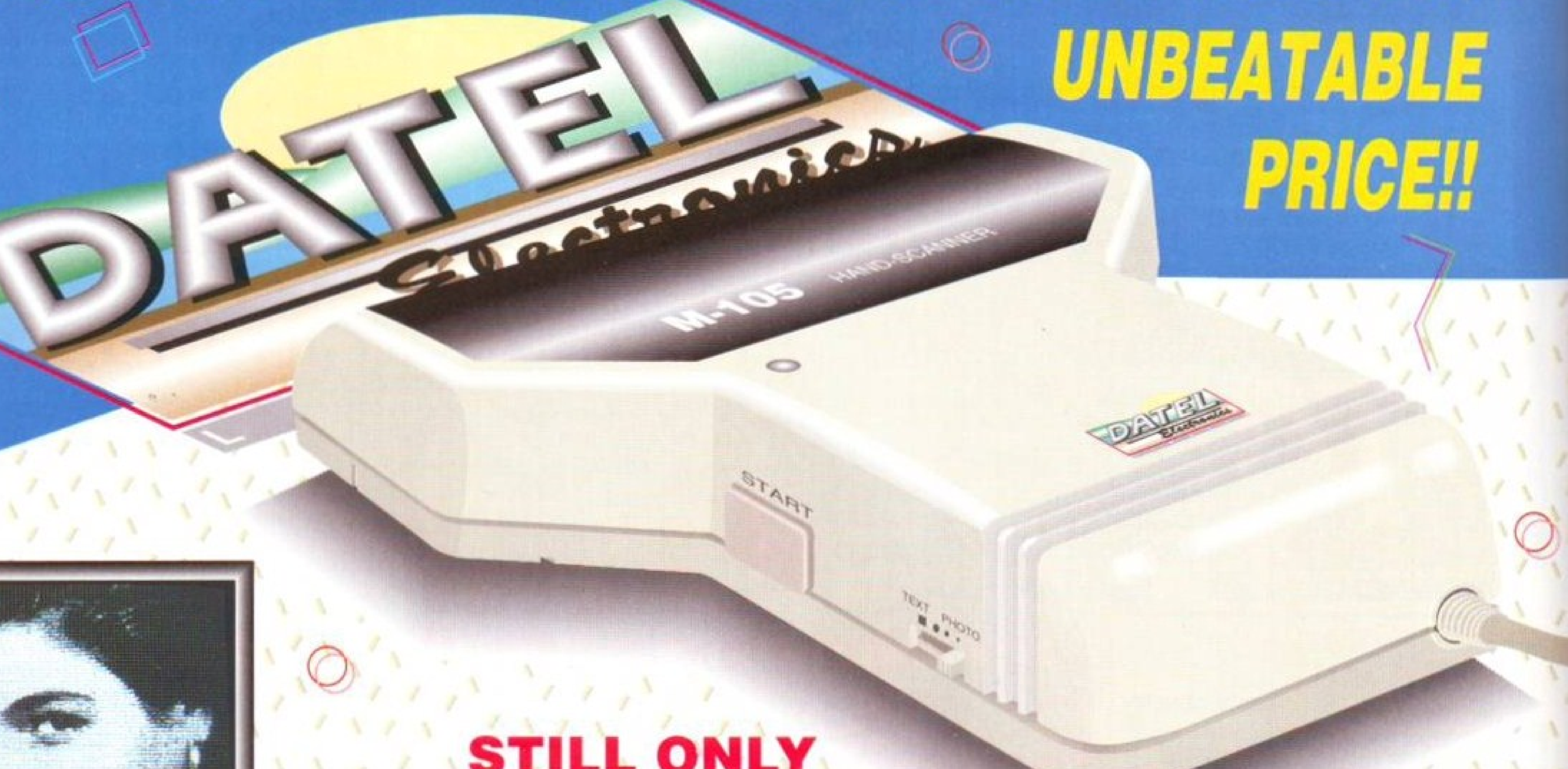
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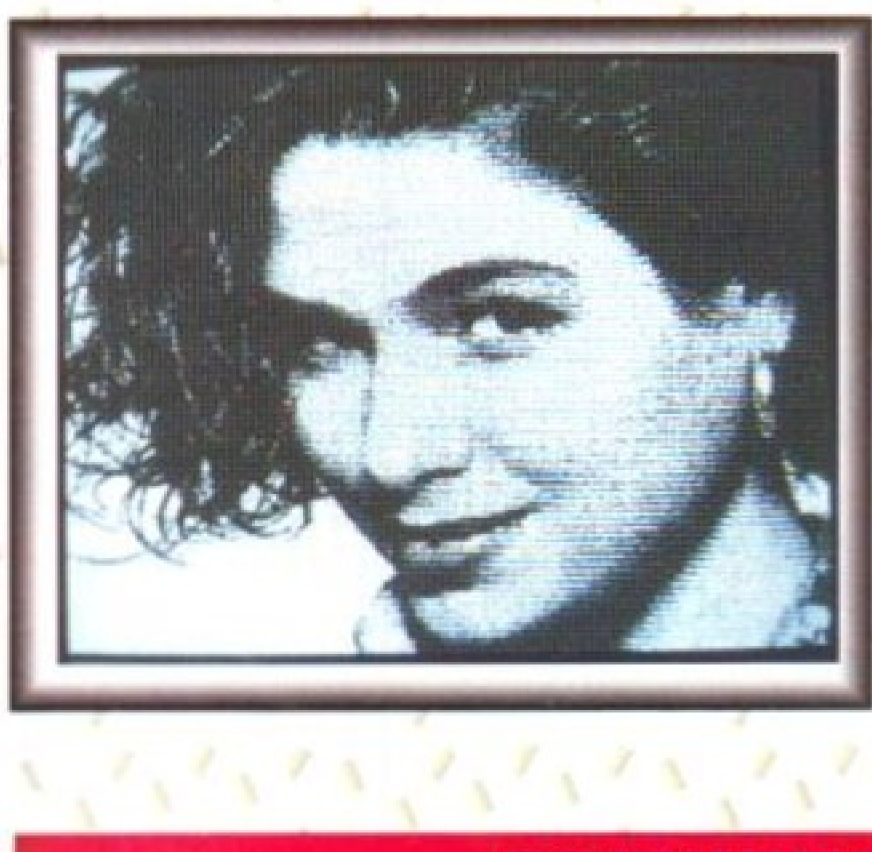


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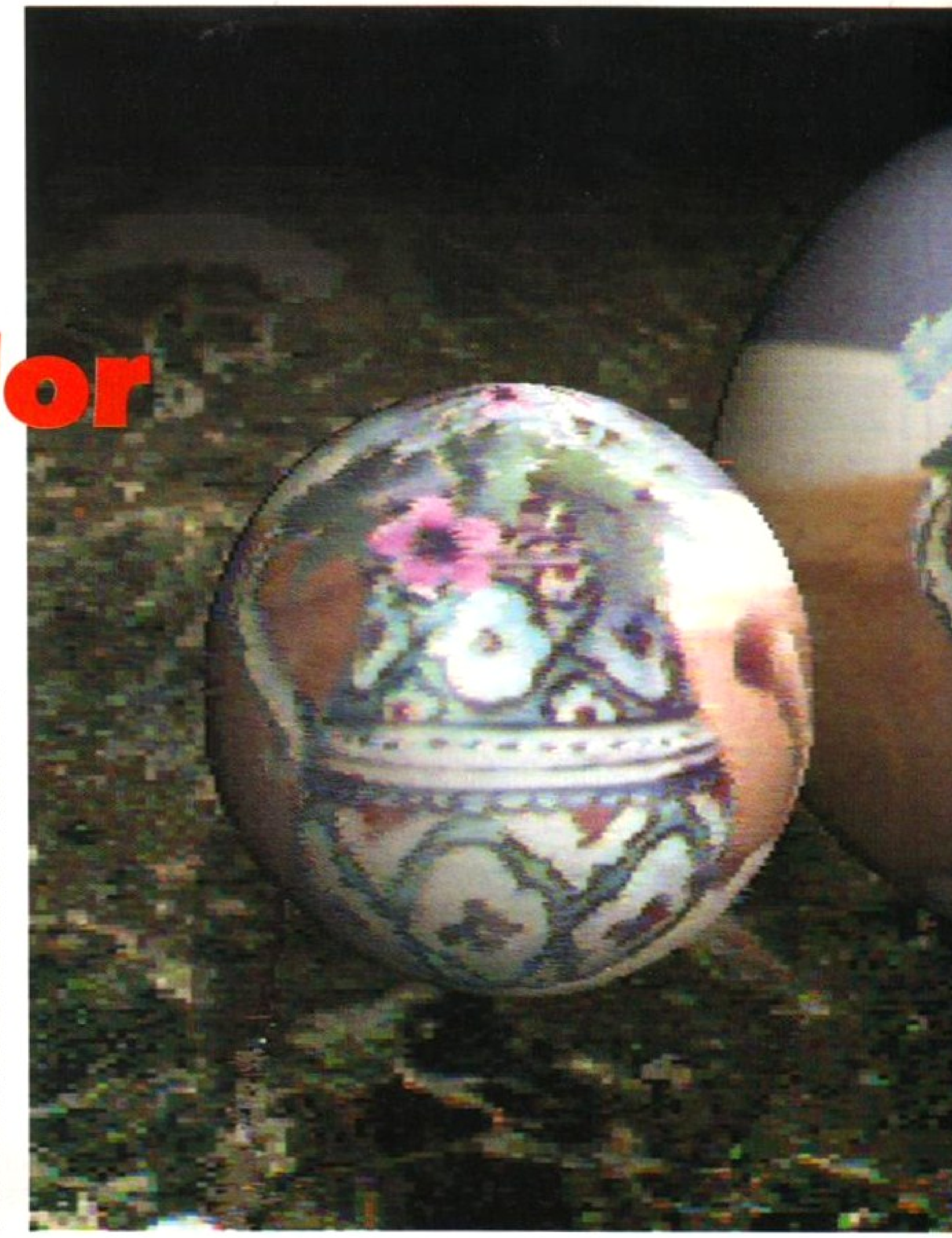
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At last a paint package has arrived that will allow you to use HAM-E in a paint program. What will this mean? HAM x 64 lets you have 262,144 colours at your disposal on screen. **Brian Larkman** picks up a full colour Animbrush and gets all arty with...

SpectraColor Ham-E

18-bit Art Package ■ £69 ■ OXXI



BRUSH WRAPPING The vastly improved palette is very noticeable with brush wrapping. Photon Paint has always offered a pseudo texture mapping facility so that brushes could be mapped onto a series of built in 3D shapes and illuminated with a user definable 'light source'. These facilities are unchanged except that the mapping and shading is much smoother as can be seen in these examples. The spheres on the left were mapped with *Photon Paint 2*, those on the right with *SpectraColor* HAM-E.

HERE WE HAVE a multitude of firsts, and they are all very exciting ones too. This is not only the first 'mainstream' Amiga paint program that will support HAM-E (Hold And Modify – Extended) but also the first to animate in True-Colour (that means 24-bits per pixel) and in real time. In other words it shows you just what HAM-E can really do, though even this is only just the beginning.

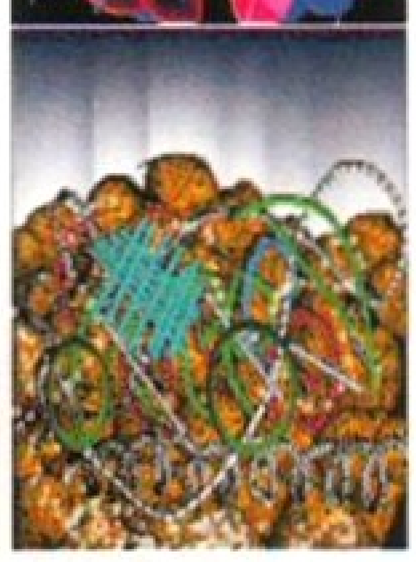
Surprisingly, though, the HAM-E version of *SpectraColor* is virtually the same as the Amiga original. 64 colours instead of the previous 16 are now the Base Colours, so the palette, as well as the three Spectrum Boxes and the Blend Set requester are adapted to reflect this. Everything else though, is identical in form and function.

Using the huge increase in colours doesn't seem to have slowed operations down at all; if anything, *SpectraColor* seems a little faster. In effect, the HAM-E version is just an adapted version of the standard *SpectraColor* (which is in itself just an adapted version of *Photon Paint*). It probably took considerable re-coding to achieve this result but it looks and feels the same. After all that Black Belt have been saying about the transparent way their HAM-E works we shouldn't be surprised.

In a way this is a bit of a disappointment. Why? Well because all those extra colours just awaken a deep desire for more features – more ways for you to use colour. HAM-E gives you far smoother gradients and much more subtle blends of transparency but after all, *SpectraColor* is still the same old *Photon Paint* but with animation bolted on. (A fine program in its time but a bit clunky these days, especially with the new *Deluxe Paint IV* around). By supporting HAM-E, though, *SpectraColor* could have jumped into quite a different league altogether so we might indeed expect a few new features.

All the same, it is a very familiar environment to work in.: *Photon Paint* with good animation and 18-bit colour can't be all that bad so let's just see what it can do!





SPECTRACOLOR HAM-E
Available from Checkmate Digital 071-923 0658 requires HAM-E also available from Checkmate digital price £399.

The painting tools of this program have always been good and these are improved with the larger palette. The Blend tool in particular is an outstanding feature providing almost unlimited control over levels of transparency and gradients with almost any tool. Having such a large palette now means that Mach Banding (these are the ugly bands of colour-contours crossing any un-dithered gradient) is almost eliminated and almost every object is smoothly graduated without the need for much dithering at all.

Unfortunately, these smooth colour gradients within objects emphasise the size of the Amiga's pixels at the edges, and stepping or 'aliasing' has now become the major problem with *SpectraColor*. The Blend tool is still not very good at 'feathering' brushes to eliminate 'edge artifacts' either (which is its only weakness really), so some form of anti-aliasing and a specific edge blending tool are probably now essential.

Some of the other tools can use the Blend setting very effectively. Airbrush for example uses it to give a more accurate simulation, though still rather granular. Setting the graphs low (very transparent), allows colour to build up gradually however, enhancing the effect of a true airbrush and avoiding some of the grain. Such a gradual build-up is best with a large palette so HAM-E helps here as well, though less noticeably so.

You really notice the vastly improved paint palette when you start using brush wrapping. *Photon Paint* has also always offered a pseudo texture mapping facility so that brushes could be mapped onto a series of built-in 3D shapes and illuminated with a user definable 'light source'. These facilities are basically unchanged but the mapping and shading is very much smoother, giving an almost 'ray-traced' effect.

The most exciting feature about *SpectraColor* is without a doubt its Animation, especially the dynamic transformations that can be produced by using the brush manipulation tools. These were described in more detail in the original *SpectraColor* review (Amiga Format Issue 20, 1991). In short, though, any object or part of the screen can be picked up and moved from place to place over a series of frames. The path for this movement can be determined manually by pasting down on successive screens, or automatically by placing the brush at first and last positions and drawing the 'motion' path between these points.



If some transformation is set in motion before selecting the first point – re-size, twist, wrap, blend etc – two parameters can be applied, one after the first point is set and another after the second.

When the animation is set to render, the object will move along its path, performing the required transformation from initial to final state, with progressive 'inbetween' states on each frame. Just as the use of the large HAM-E palette improves single images, so it enhances animations. Colour, shape and lighting transitions take place smoothly, though again the smooth surface quality makes edge imperfections stand out, emphasising the need for anti-aliasing.

Once a sequence is animated it is possible to pick up an 'animated' brush, or animbrush as invented by Dan Silva for *Deluxe Paint III*. This can be used again in exactly the same way as a normal brush, allowing transformations of transformations to any degree!

Unfortunately, HAM-E *SpectraColor* will only recognise HAM-E brushes, anims and animbrushes. This is a real pain if you have loads of ordinary animbrushes that you want to use. The only way to bring in a standard anim or animbrush is to save it as a series of frames and load these as individual pictures, a real FUN job! As we mentioned in the original review... "it would be nice if a series of consecutively numbered individual IFF pictures could be loaded in one go." Some things never change.

While we are on the subject of file in/output, it must be said that this is the first major Amiga paint program since the early days, not able to save an IFF picture file. OK, it's true that HAM-E format pictures can be loaded into *Image Professional* and saved in either 18- or 24-bit IFF, but *SpectraColor* should offer 24-bit save itself.

In fact it would be nice if all internal operations were carried out in 24-bit, but displayed as HAM-E so that full 24-bit editing could take place. This would be very slow but surely not impossible, and certainly very useful now that so many 24-bit and 18-bit display systems are arriving on the scene.

The most obvious and really the only competition to the standard HAM version of *SpectraColor* is *Deluxe Paint IV* and overall it's probably *SpectraColor* that loses out. *D Paint IV* has a bit more of a polished feel to it, the animation system is much better integrated into the program and easier to use, the detailed editing tools and anti-aliasing are far superior, and even the gradient fill is now almost as good. Adding HAM-E support redresses the balance though, for *SpectraColor* can load and display 24-bit files almost perfectly, and produce some amazing, smoothly shaded, texture mapped objects - and this is impossible in *DPaint IV*. It can also apply complex distortions and twists, plus variable levels of transparency and blending that can be modified during animation to produce stunning transformations and fades.

It seems remarkable that two paint programs with such a huge and seemingly complete range of features in common should still come up with so many unique tricks so as to make it worthwhile to own the pair. The addition of HAM-E to *SpectraColor* has restored that situation. Once again you need them both!



COLOURISING Edge 'Ramping' can be a bit of a problem when Colour Mode tools are used to process the image. In this case, some of the colours that are used to produce the pig spectrum created ramping and other edge artifacts (especially yellow, green and cyan). Anti-aliasing might have improved these problems.



PAINTING WITH BLENDS The ability of Blends to simulate watercolour painting is greatly enhanced with the smoother gradients of HAM-E. HAM 'ramping' (fringing) can still be a problem if the main colours used in the drawing are not placed into the Base Colours boxes at the start of painting. Thinking ahead like this is not always possible and in any case means that artists are more limited in their 'spontaneous' use of the program as a replacement for traditional painting methods. This is a limitation of all Amiga HAM systems rather than of this program however.



COMPOSITING As it allows 24-bit files to be loaded, *SpectraColor HAM-E* can produce very convincing photo-montage images. Here background, foreground and grass were mixed together quite effectively (the pig was colourised separately to avoid fringing problems). Nevertheless, the lack of fine editing and anti-aliasing tools meant that a lot of time had to be spent cleaning up edges.



ANIMATION Until Amiga HyperFormat is sold on bookstands, magazines are not the best place to display animations. Nevertheless, this image attempts to give a flavour of *SpectraColor's* animation style. The elephant is an animbrush produced by RGB for its forthcoming *Real Things-Safari kit*, converted (laboriously) to HAM-E. Using a path it was sent from right to left , over the background. The whole animation was then picked up again as an animbrush,and Wrapped onto a ball, varying the size, first to last. The animated effect is of an elephant moving behind a zooming lens.

HAM-E Spectracolor

SPEED ●●●
Seems faster than *Photon Paint* - but animation rendering is almost at ray-trace speed.

DOCUMENTATION ●●●●
Good clear manual at last - with full reference and tutorial sections.

ACCESSIBILITY ●●●●●
Familiar interface and icons plus excellent key equivalents (mostly *DPaint* standard keys).

FEATURES ●●●●
Excellent - *Photon Paint* plus animation - needs anti-aliasing and more fine editing tools though!

VALUE ●●●●
Very good for probably one of the best paint systems available on the Amiga.

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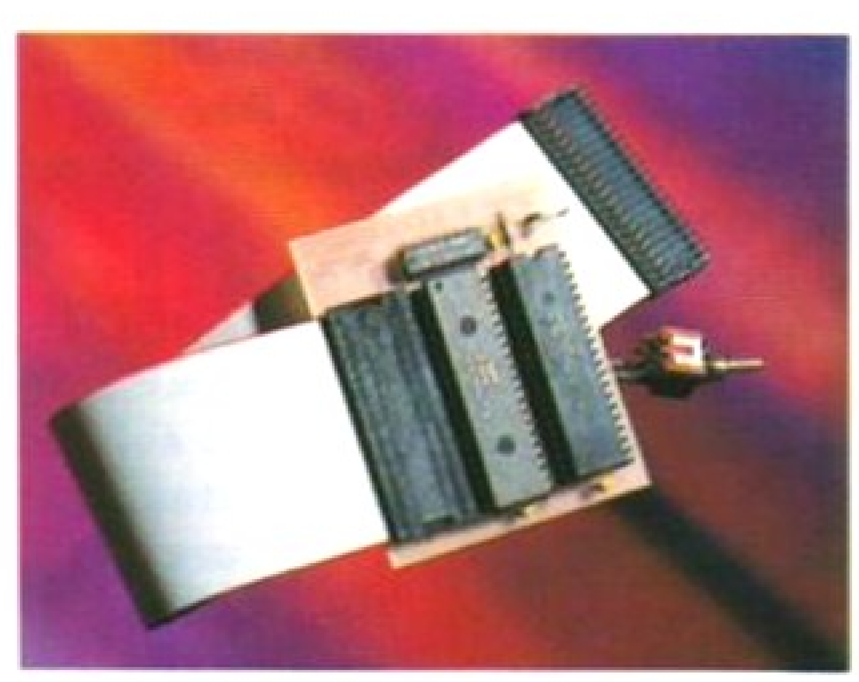
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The power of the Amiga makes it ideal for creating digital landscapes. **Marcus Dyson** dons his explorers gear and takes a look at the third fractal scenery package to come our way in as many months.

Genesis

Fractal scene generator ■ £49.99 ■ Micro Illusions



ANOTHER DAY ANOTHER fractal landscape generation program, that's the way it seems to be here in the *Amiga Format* offices. *Genesis*, the third day is quite aptly the third such program we have reviewed recently, and it continues the trend for additional features for lower prices. Straight away I have to say that Genesis is not as easy to use as VistaPro and Scenery Animator, it doesn't support 24-bit colour modes, nor does it directly utilise the DEM (US Geological Survey Digital Elevation Model) file format, but this does not mean it is without it's own individual virtues. I say that it doesn't directly support DEM because there is a program on the disk called DEM2Gen which converts DEM information into a form useable by Genesis, just the first example of the programs seeming delight in going about things in the most circumvolved manner imaginable.

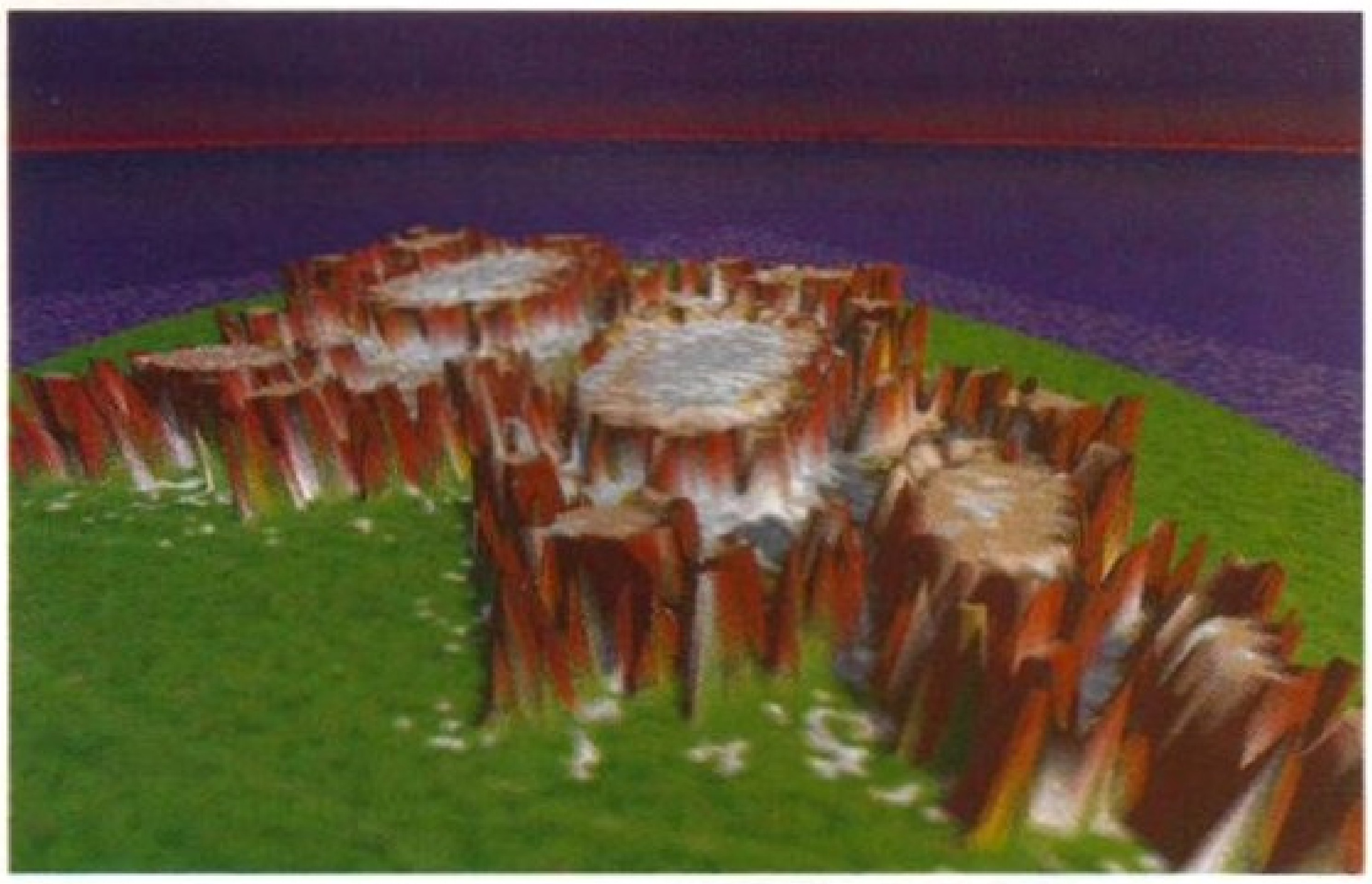
The recent trend in fractal landscape programs has been towards 24-bit images, but *Genesis* produces its pictures using the Amiga's standard 32 colour palette. Not as impressive as a 17-million colour image maybe, but then you don't need over a grand's worth of hardware to get the best out of it.

This program takes a far deeper look into the world of fractal landscapes and how they are generated, it offers an insight into how real landscapes can be imitated, and examines the interaction between springs, rivers, lakes and dry land. *Genesis* can also provide more realistic landscapes than the other stick-in-a-number and-see-what-happens type of scene generation programs.

To get the most out of this program you have to be prepared to get to grips with the its own kind of macro maker, the picture script file. Writing picture scripts using a text editor or Genesis' own Make Pic Script command, and executing them through the Genesis program allows you to perform some functions that are not available via the menus, (though why not I can't imagine) contour dithering (the breaking up of edges of areas like grass and forest, or rock and snow) for instance is only accessible through picture scripts. The

GENESIS Is available from The Software Business 0480 496497 Requires 1 Meg minimum – hard drive advisable.

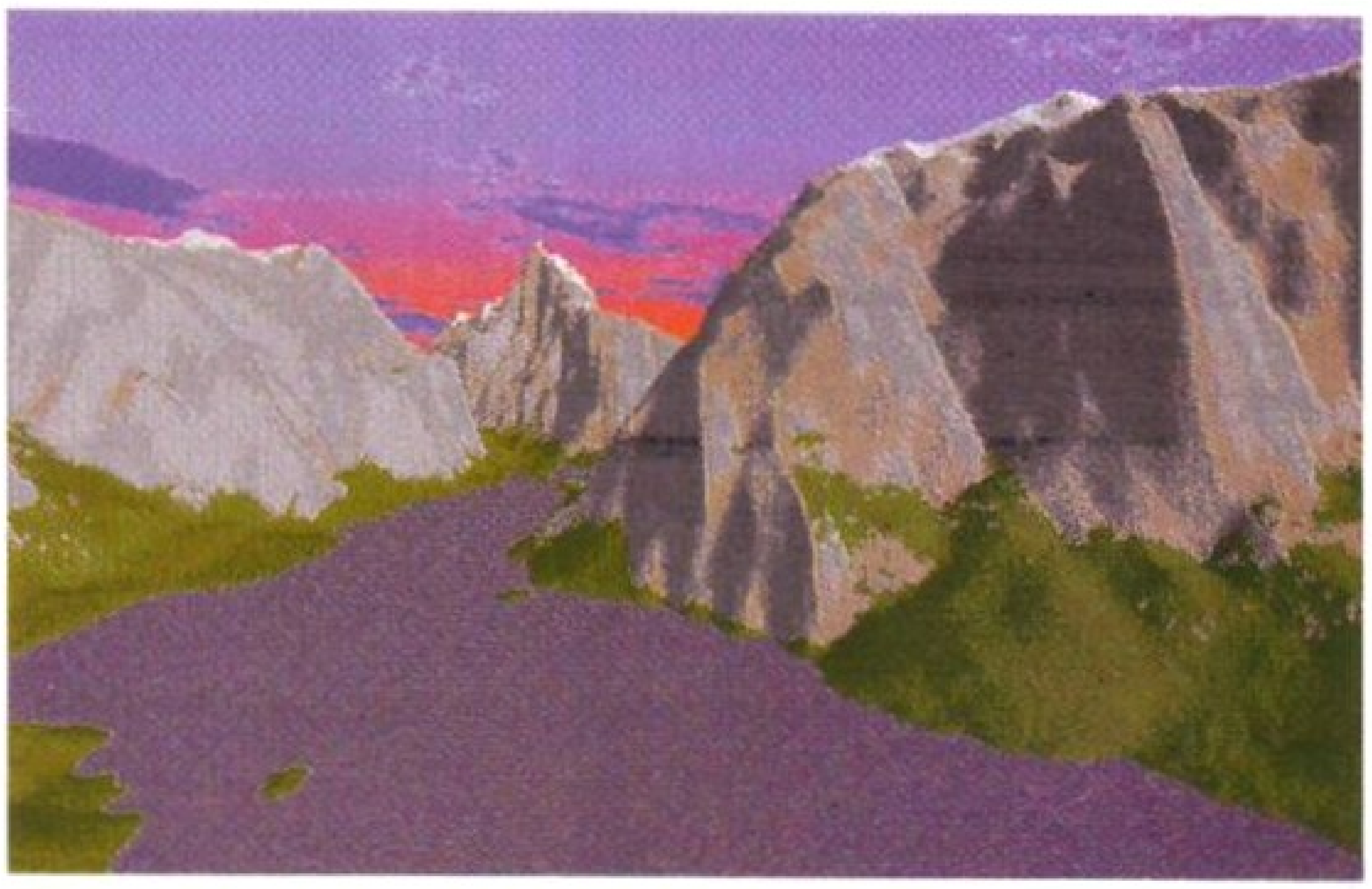
AND THEN THERE WERE THREE...



VISTAPRO

£79.99 ■ Virtual Reality Labs ■ HB Marketing 0753 686000

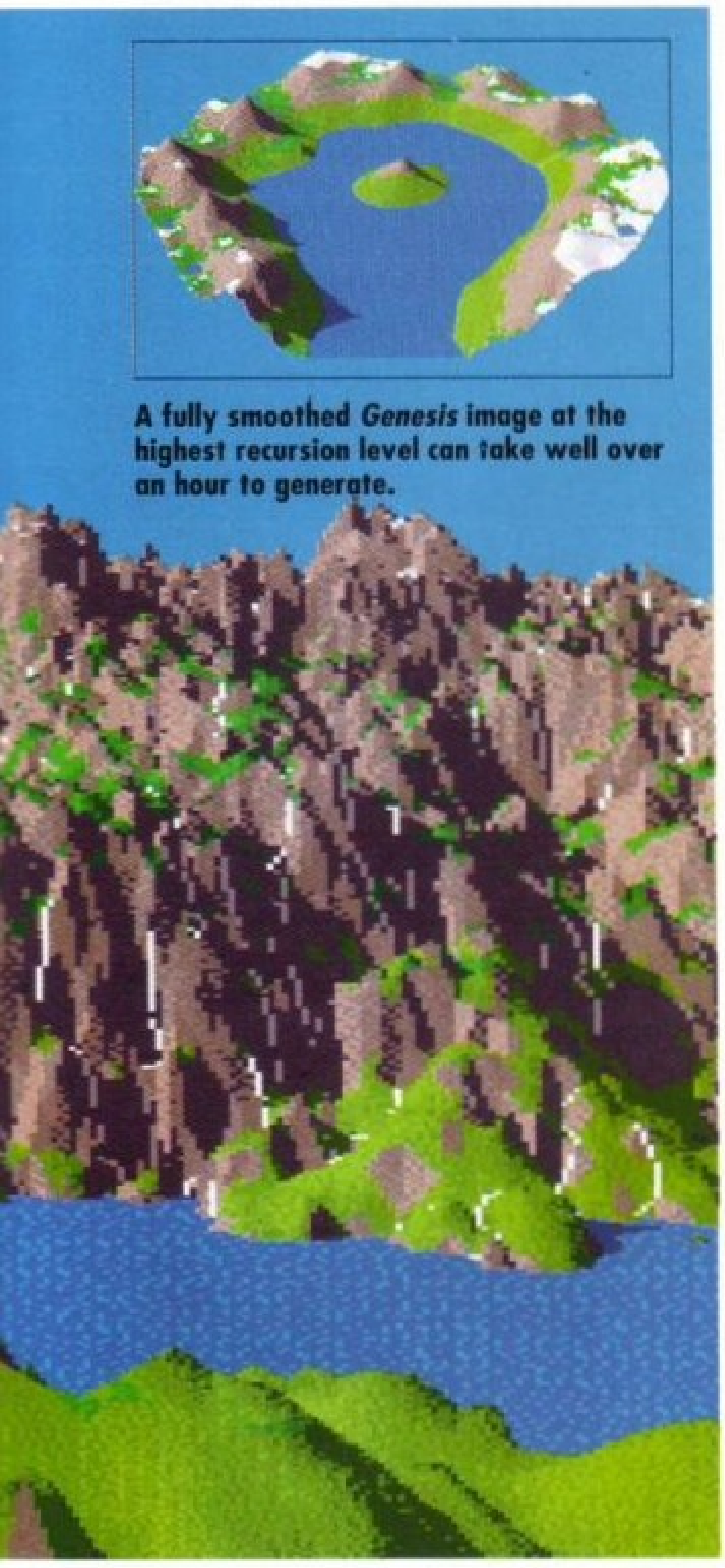
Relatively easy to use with excellent manual, features animation and supports DEM and 24-bit. It offers the opportunity to see things like the Julia set rendered as a landscape (see picture above). Produces excellent results but slightly pricey given the cost of...



SCENERY ANIMATOR

£59.95 ■ Natural Graphics ■ Post Haste 0227 764 204

The same features as *VistaPro* (more or less) at a lower price. Completely menu and requester-driven system is incredibly simple to use, particularly for animation. If producing 24 bit output is your main concern, this is narrowly ahead in a close-run race.



A fully smoothed *Genesis* image at the highest recursion level can take well over an hour to generate.

need for picture scripts is created by the program lacking any true animation capabilities, but it is possible to write a picture script to create and save out a number of frames for using as an animation, but these have to be compiled into an actual anim by an animation creator like PageflipperFX, and no such program is provided, nor is an anim player, although these are easily obtainable from the Public Domain.

The program supports ARexx macros, so it would be possible to batch create and compile animations using ARexx and the required programs running under the Amiga's multitasking environment if you had a powerful enough machine, but it seems a little complicated for something that *Scenery Animator* does automatically as an integral part of the program.

***Genesis* images are** 32 colour, and while *Scenery Animator* and *Vista Pro* may be going over the top a little with their 24-bit support, they are both capable of producing HAM pictures that are vastly superior to *Genesis* standard Amiga palette offerings. Why have the creators of *Genesis* made a package that produces 32 colour pictures then included a 32 to HAM feature because they consider it important to be able to load their pictures into *Photon Paint 2*? And why is it so important to load their images into a HAM paint package anyway? Because early on in the manual much is made of Genesis' abilities to produce fractal clouds and planets. But the clouds are just white landscapes with lots of water in them (which have to be added to ground scenes in *Photon Paint*) and the planets are scenes wrapped onto spheres using *Photon Paint's* ability to do so.

It seems that *Genesis* was written for people who like to do everything the long way round. You certainly need time to spare if you wish to render things at high recursion (detail) levels on a standard Amiga, since it can easily take over an hour to render a 5-bit image with smooth Gouraud shading, this does not compare well with the competition, which manages to create HAM images in less time or 24-bit ones in Marginally more.

So what are the virtues I mentioned at the opening of this piece? Well a lot more of the parameters which define the final landscape are placed under direct control of the user. For instance the number of springs, which give source to rivers and lakes is user definable, as is the degree of slope that will turn a river into a waterfall. The degree of meander of a river can be defined as can its depth. Each point in the landscape can be edited to give precise control over the shape of the final image.

Another (unique as far as I am aware) feature that *Genesis* boasts is the ability to save landscapes out as object files for 3D modelling programs such as *Turbo Silver 3.0*, *Sculpt-Animate 4D*, and *Videoscape 2.0*. It is this ability that will define its niche, because as a simple creator of landscapes for general use *Genesis* is really no better than its competitors, while being a great deal less easy to use.

If you are simply wishing to produce realistic looking landscape backgrounds for pictures, or animations this program is no better than *Scenery Animator*, and a good deal slower and more difficult to use. If you wish to study the large areas of the planet (most of them are admittedly on the North American continent, but European ones are on the way) they are available as DEM files, having to convert them using the DEM2Gen program is a bit of a pain. But if you want to learn about the process of fractal landscape creation, and study the generation of said landscapes rather than the finished landscapes themselves, then this could be the program you are looking for.

MAKING MOUNTAINS... YOUR OWN SPECIAL WAY



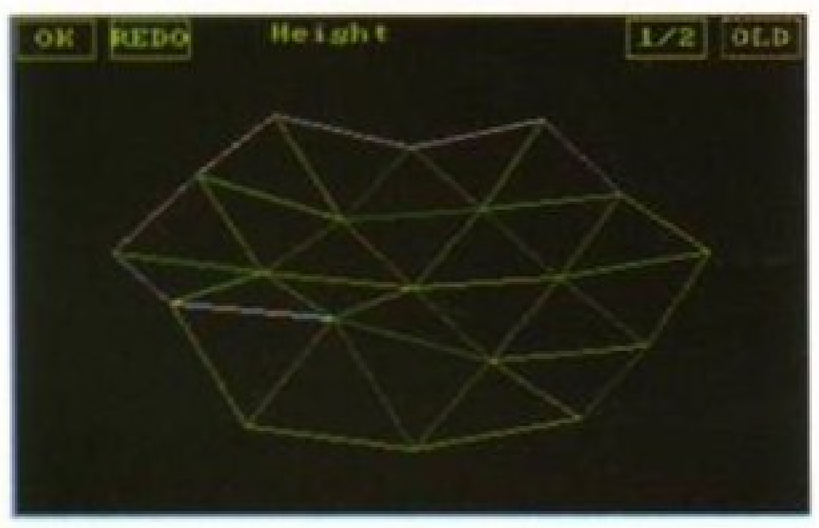
Once you have loaded *Genesis* you need to either create a landscape or load data from disk to enable you to render one. This quickly becomes apparent since all the other menu options are ghosted at this stage. So lets create a new landscape.



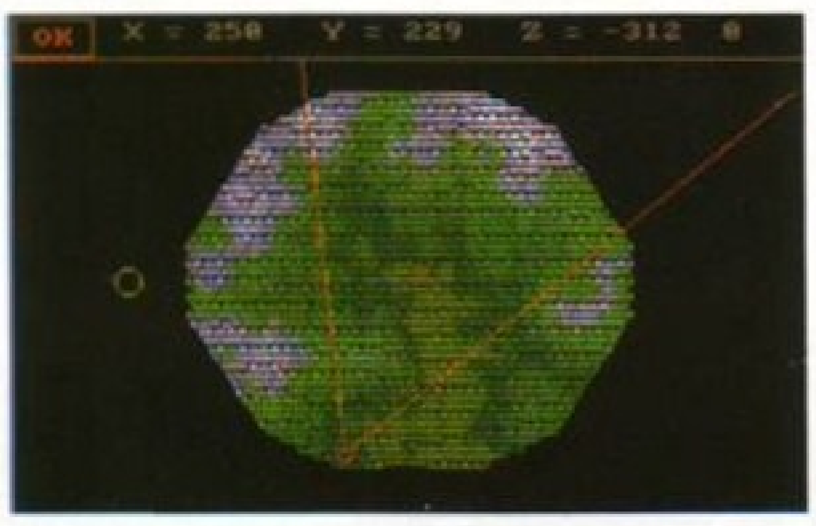
The first thing the program requests is a seed for the fractal algorythms to use to create the random numbers which will shape your landscape, defining the height of mountains, meandering of rivers, frequency of lakes etc.

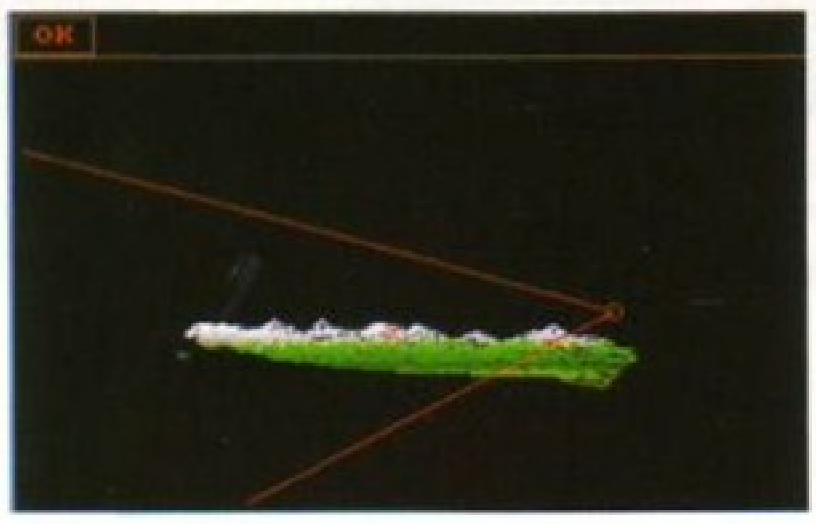


Next you enter a number which will determine how likely any given point on the landscape will be to be the source of a river. Each time you increase the recursion level (the level of detail in your picture) you will be asked to refine this setting



***Genesis* now creates a wireframe of recursion level one. At this point you can edit the landscape by click-dragging the points on the wireframe into a position that is more acceptable to you and by placing new springs on the wireframe. It's quite difficult at this level to see what the final picture will be like but when you are happy, click on OK.**





Now you should set your position, elevation and direction of view, the angle of vision is set by changing the focal length of your imaginary camera.

When you have done this you can keep increasing the level of incursion until you are ready to render your image. But if you go all the way to level 5 be prepared for a wait.

Genesis

SPEED ● ●
Not very fast at all, either get an accelerator or have a book on-hand when using this program.

DOCUMENTATION ● ●
A very extensive manual for an extensive program. Both are over complicated.

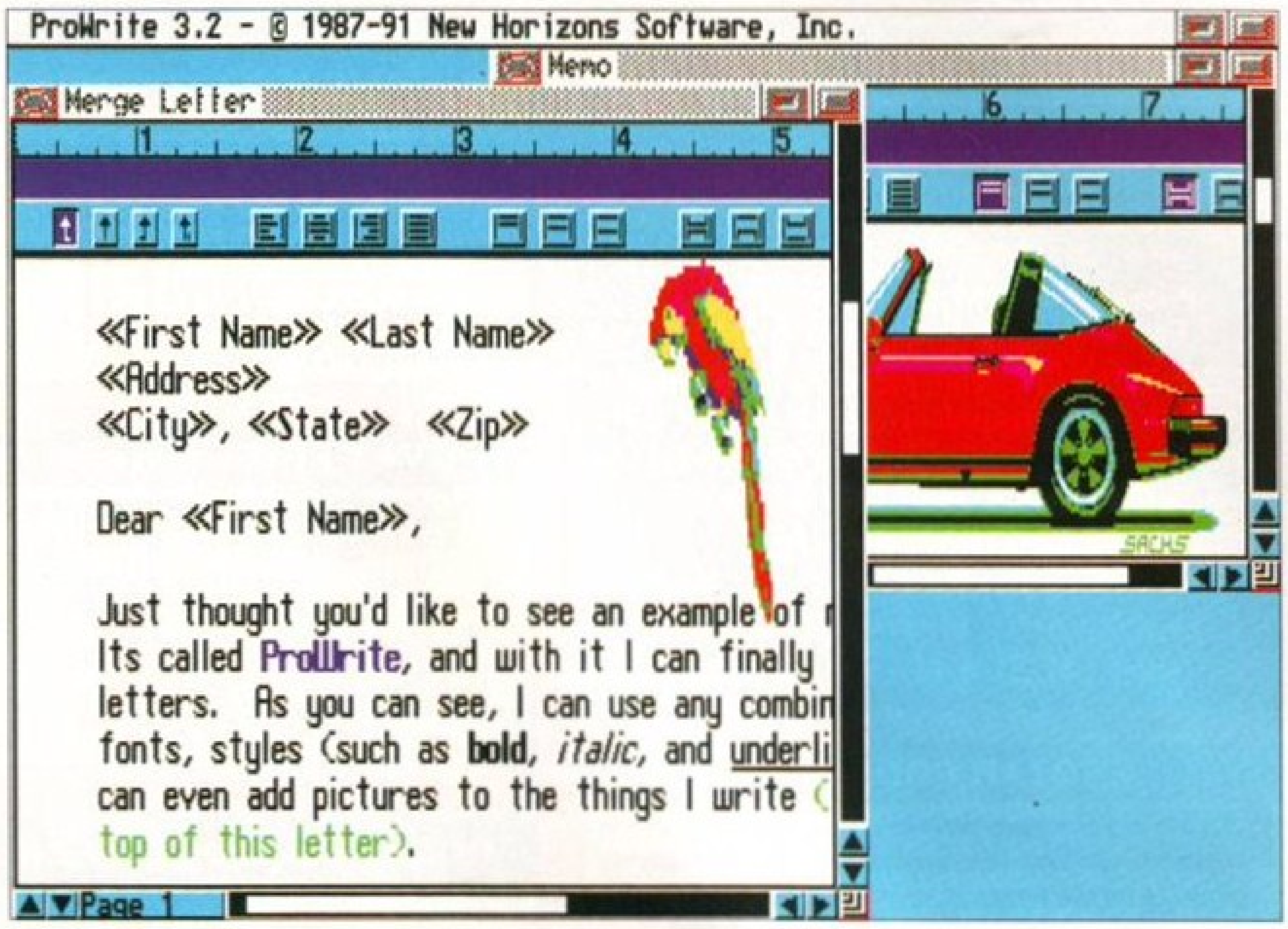
ACCESSIBILITY ● ●
Not as easy-to-use as the competition, in fact not particularly easy to use at all.

FEATURES ● ●
No HAM, no animation no direct support for DEM format files.

VALUE ● ● ●
It's a bit cheaper than the *Scenery Animator* but a lot worse.

AMIGA FORMAT Verdict **65%**

Word publishers that let you import graphics to brighten up your text are very Nineties. **Asam Ahmad** churns in his copy using the latest, more powerful incarnation of ProWrite.



ProWrite has much better screen representation of graphics and multiple-document and font capability as well as comprehensive mail-merge facilities.

ProWrite 3.2

Word Publisher ■ £143 ■ New Horizons

A WORD PUBLISHER is an advanced word processor which has the ability to control the layout and final appearance of your document. Although they are not quite as powerful as a dedicated desktop publishing program, for example *ProPage* or *PageStream*, their output, especially something like *ProWrite*, can be quite superb. New Horizons have managed to take into account all the moans, groans and gripes that users had with version 3.1 to release this new slicker and far more friendlier program.

This version sees an improvement in the graphics handling. The on-screen representation of graphics is much better, with images now stored with all their information internally despite only seeing a version of the image displayed in the number of colours of the current screen mode.

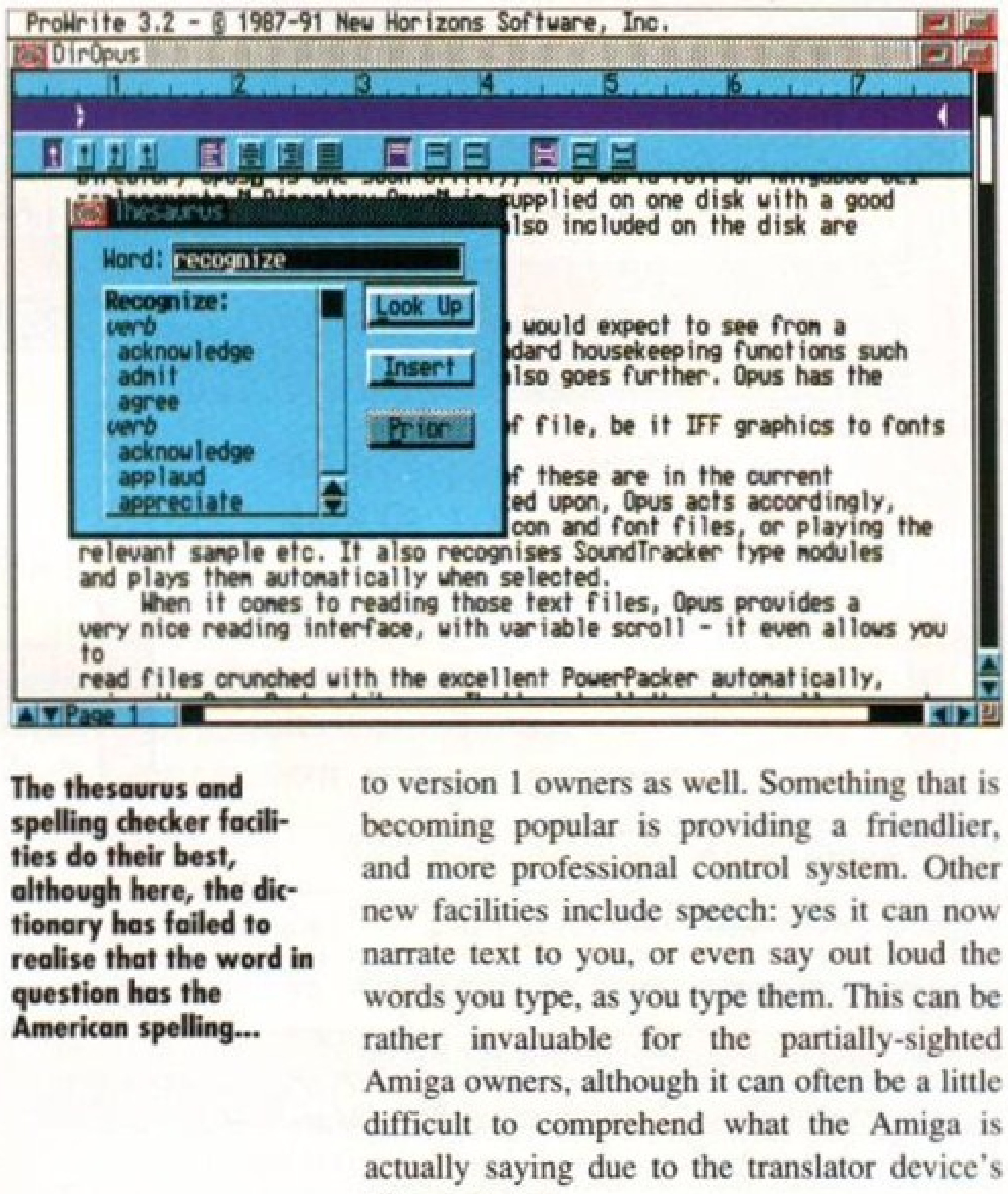
This means that although the screen may look awful, depending on your palette, the final printed result will be in excellent 4,096 colour quality. As a method of conserving memory though, screen graphics are not cached (stored in RAM) any more, so this means that screen refreshes can be tediously slow when moving around, especially in hi-res modes with interlace.

As well as improving the graphic printing, text printing has also been revamped to provide smoother, 'jaggie-free' output. This is done by actually using a font twice the size of that used in the document, and scaling this down for printing, to give a better resolution. You then get a far better, and sharper, printout than before.

For those of you who are using Workbench 2.0, there is no problem with this system, because fonts can be created 'on-the-fly' to produce double-size fonts, but those who are using Workbench 1.2 or Workbench 1.3, will have to make sure that the extra fonts required are in the appropriate font directory.

This time New Horizons have decided to add the PostScript output facility to *ProWrite* within the program, means an external module isn't now required. The system it uses is similar to *ProPage's*, which uses font metric files to allow the use of the PostScript printer's internal fonts. This means that *ProWrite* can actually load *ProPage's* font and metric files, and even go as far as loading its text files as well, keeping all the style codes such as bold and italic intact.

In general, the program has been rewritten to take advantage of the extra facilities that Workbench 2 offers, with a new look 3D-style interface giving a Workbench 2 look and feel to version 1 owners as well. Something that is becoming popular is providing a friendlier, and more professional control system. Other new facilities include speech: yes it can now narrate text to you, or even say out loud the words you type, as you type them. This can be rather invaluable for the partially-sighted Amiga owners, although it can often be a little difficult to comprehend what the Amiga is actually saying due to the translator device's idiosyncrasies.



The thesaurus and spelling checker facilities do their best, although here, the dictionary has failed to realise that the word in question has the American spelling...

Another new addition is the auto-save feature, which can automatically back-up your work at programmed intervals so that if ever your friend and mine, the Guru, comes round to meditate, you only lose the most recent part of your opus – a life saver for those, who like me, always seem to meditate.

All the other features are there that you would expect from an update: multiple fonts, colours and styles, multiple document capability, graphic manipulation, with resizing to fit those gaps, and definable runaround for text. The 100,000 word spelling checker and 300,000 word thesaurus are there and also an improved mail-merge facility. The macro facility has also been updated to allow more flexibility and control, with new functions added and a more comprehensive macro language, which allows for more support and general operation keyboard shortcuts as well.

Pro-Write 3.2 is indeed good, and with these new enhancements, it is far better prepared to compete with other heavyweight rivals such as *Excellence 2* or *Wordworth*. It's lost it's speed slightly since 3.1, but for a far better program, it is only a small concession. It's well worth checking out: the choice, as they say, is yours.

PROWRITE 3.2 is available from HB Marketing 0753 686000

ProWrite 3.2

SPEED ●●●
Excellent font-handling routines, but graphic handling is slow.

DOCUMENTATION ●●●
A good manual, updated by a good pamphlet outlining the changes.

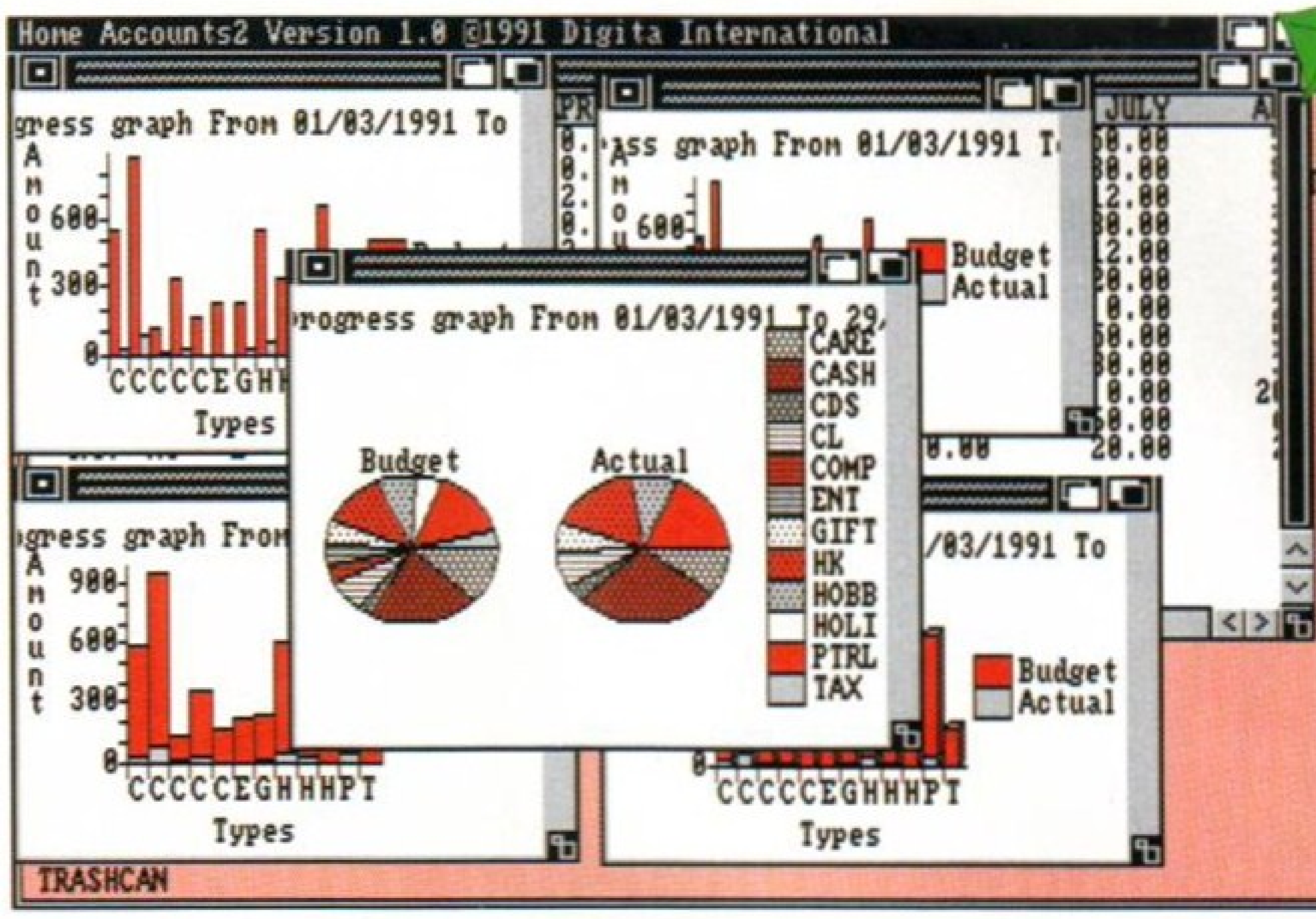
ACCESSIBILITY ●●●●
As easy and intuitive as it should be, with good use of keyboard shortcuts.

FEATURES ●●●●
Very comprehensive, with just about all you could need in the program.

VALUE ●●●●
It's not cheap, but with all the improvements, it's a lot better value than before.

AMIGA FORMAT Verdict **84%**

Trying to work out your personal finances is the chore everyone dreads at the end of the month. **Pat Winstanley** checks how much change she has left with Digita's revamped home finance manager.



Your account data can be displayed in a variety of ways, all on screen at once or each of them can be resized to fill the whole screen for studying in detail.

Home Accounts 2

Personal Finance ■ Digita ■ £54.99

ONE OF THE prerequisites for a home-accounts package is for it to be user-friendly, if a program is too complex then you may well resort back to your less efficient calculator-notepad-and-cheque-book method. What's so good about Digita's new product is there's a flexibility that will make it just as easy for a student to balance their grant, as it will be for the nuclear family to balance how much to spend on their 2.4 children, or a for a Yuppie to work out whether he has enough to make it to San Moritz this year.

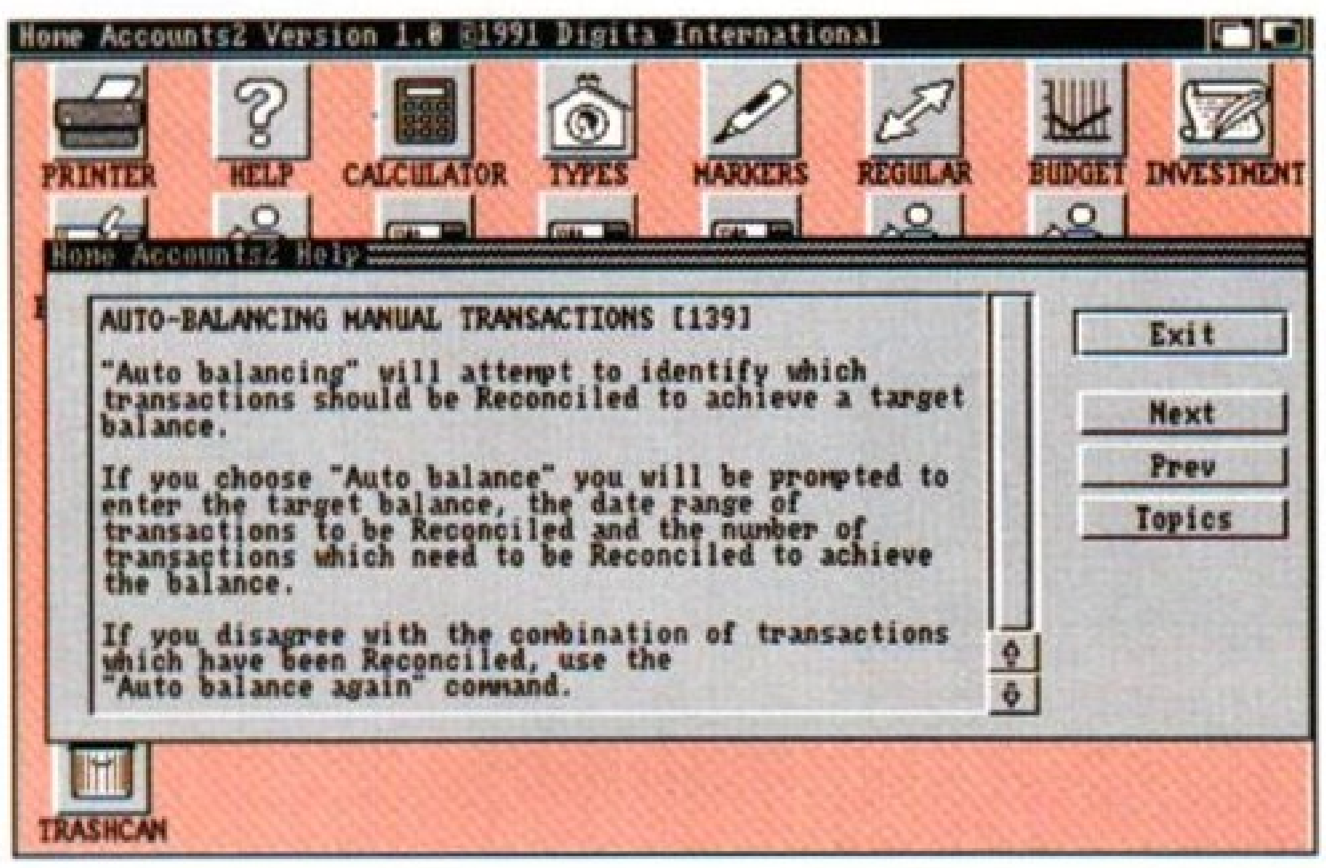
In the past, Digita were criticised for lack of documentation and their screen displays were somewhat boring. All that *has* changed with their revamped range, especially with the development of their Human Interface Protocol which pretends to run Workbench 2 on a 1.3 machine.

Various little touches are included which enhance both the look and usability of the screen For instance, requester boxes pop-up close to wherever the mouse pointer happens to be, saving time and energy. A variety of colour schemes are available, and multiple windows may be opened, which are useful for comparing entries in different accounts, and the window positions and sizes are remembered for next time. Icons can be assigned to major files, such as bank accounts and different designs are available for different function types. This all adds up to a very friendly working environment.

Home Accounts 2 sports some similar features to its older sister, but the user interface has changed beyond recognition, and flexibility has been increased. For instance the number and type of transactions is now limited only by memory and cut/paste facilities have been added. Other facilities include definable defaults, standing-order settings for any period, automatic account balancing and auto-cheque numbering to name just a few. Virtually everything the home user is likely to need is included.

One of the major requirements of accounting packages is the ability to set budgets and check deviations from the same. HA2 supports a variety of graphing facilities for both budgets and general-account balances. Pie, line, scatter, 2D and 3D bar in both stacking and overlaid formats offer options to suit any purpose. Each graph is given its own window and several different graph windows can be available on screen at once. This is handy when part of the data is confusing in one format or another. The graph windows may be resized at will, with scaling taking place automatically. Graphs can also be saved out in IFF format.

Printing reports from the data is just as flexible with the availability of headers and footers and style-and-pitch configuration. Budgets, income and expenditure types, net worth and VAT are among the print options. Reports may be printed to screen, printer or disk at your will.



This is one of the help screens and it's an attempt to reconcile your balance with the one on your bank statement and tell you which cheque hasn't yet been cleared. It might take a couple of goes to get it right.

In addition to basic home-accounting functions the package offers a variety of extra features designed to make life easier. For instance the timed autosave and back-up makes sure you won't lose too much work in a disaster. And if you already use the older version you can import data from that package, no need to type it in all over again.

Another handy feature is the interest and loan-repayment calculator. This quick utility calculates just how much that instant credit arrangement in the High Street is going to cost you in the long run (ouch). A pop-up calculator is available too, which offers the four basic arithmetic functions, but for some reason doesn't have a percentage button – rather a large omission. User-definable keys and keyboard shortcuts are handy though.

Minimum and maximum balance warnings help to monitor your accounts, pointing out when it is time to transfer cash around to optimise interest. And if your funds really can't cope with the demands that are put upon them, both actual and projected budgets may be viewed side-by-side so you can see exactly where your careful planning fell over. On-line help is available, and if you find everything getting a bit too much simply play the sliding puzzle game or go for a walk and let the built-in screen saver look after your monitor.

Digita have made great efforts to listen to their customer comments and the result is a package which will suit any household, especially those running a small or part-time business. The program is easy to learn and easy to use with a manual full of screen shots and explanations. The built-in flexibility makes it suitable for a variety of purposes and the simple user interface makes it accessible even for beginners.

HOME ACCOUNTS 2 is available from Digita International 0395 270273 Minimum A500 1Mb + Workbench 1.2 or greater.

Home Accounts 2

SPEED ●●●
Slows down somewhat when several windows are open together.

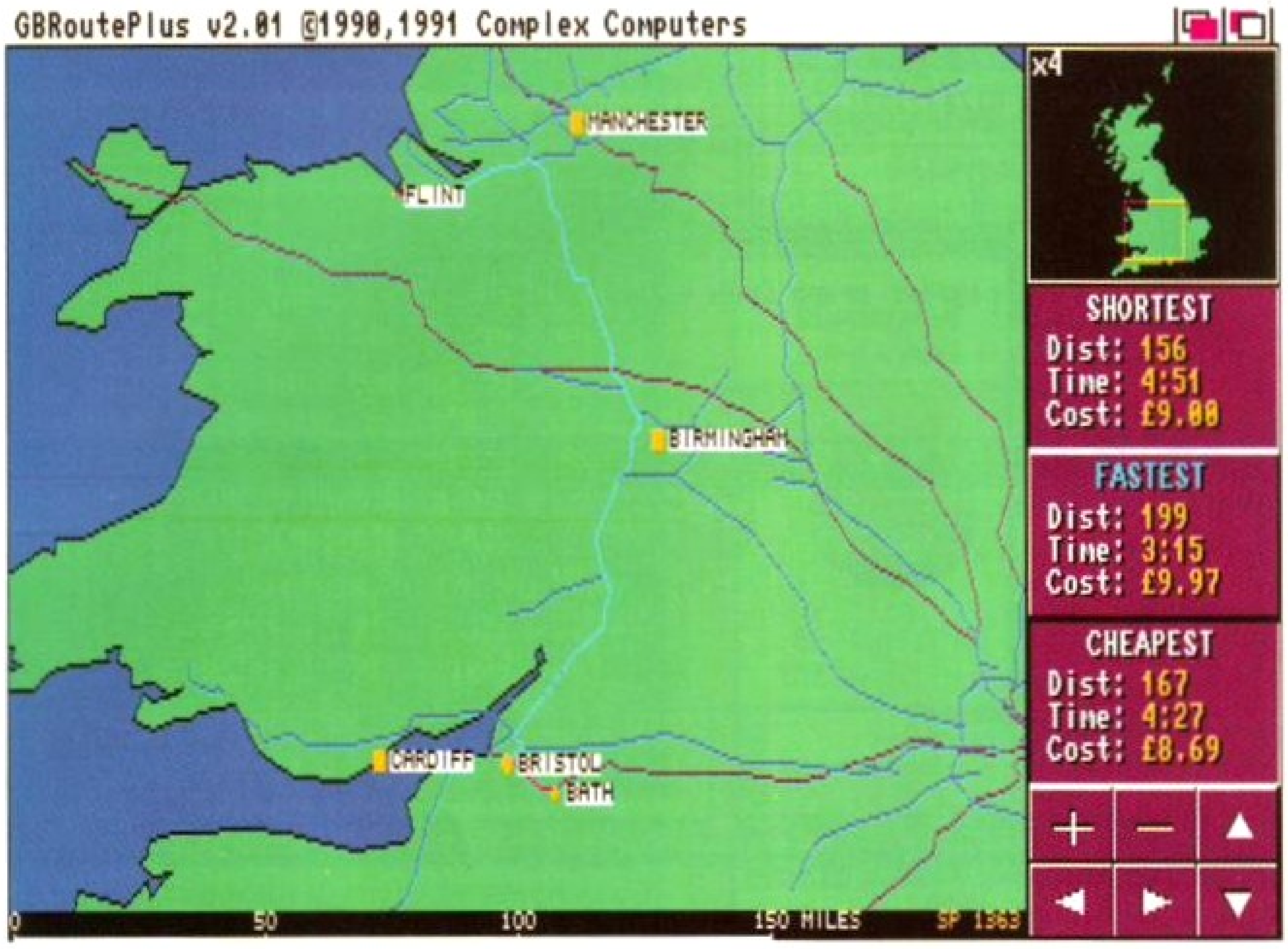
DOCUMENTATION ●●●
Still a little patchy in places but a great improvement on earlier offerings.

ACCESSIBILITY ●●●●
The new Human Interface Protocol works well. Beginners will have no trouble.

FEATURES ●●●●
Everything the home user needs has been included – and more.

VALUE ●●●●
Well worth the meagre price when set against packages costing £100 plus.

AMIGA FORMAT Verdict **79%**



What's the big deal about a program that lets you plan car journeys? Well, it can save you time, money and from getting lost. And as **Damien Noonan** discovers, on the Amiga it's not only easier but also rather fun...

GB Route Plus

Intelligent route planner ■ £79.95 ■ Complex Computers

GB ROUTE PLUS is available from Complex Computers, 0706 224531

The idea's simple and the program's easy to use: *GB Route* calculates three routes between any two places you name in mainland Britain.

WHEN THE FIRST VERSION of *GB Route* appeared early last year, it filled a surprisingly large hole in the market. There's long been a route-planning program on the PC called *Autoroute*, which is so popular that Amiga owners were clamouring for something similar. *GB Route* gave them it.

The limitation with the program is that, as the name implies, it only covers the UK. *Autoroute*, by contrast, is a general system on to which you can plug data disks to cover most of Europe. But within the UK, *GB Route* does everything a route planner should. Let's take a look at how it works.

The basic idea is that you input your starting point and your destination and the program works out a route for you, which it displays on the screen in the form of a road map of the country. You can browse through the map, zooming in for greater detail, and you can also display and print out a list of instructions for following the planned route. These instructions take the form simply of what road to follow and where to turn off it onto your next road. It's eminently clear and simple.

The other important aspect is *GB Route* actually offers you three different routes: the fastest, the shortest and the cheapest. To make proper use of this, you have to enter certain facts and figures into a set-up table: the price of fuel, the average speed you tend to achieve on certain types of roads and the average miles per gallon you do on those kinds of road. So when it's set up, the program will give accurate information about how long a journey will take and how much it will cost you in fuel.

Other options when you first enter your route allow you to avoid a number of places or a particular road, or set up a circuitous route via certain places you want to visit along the way. You can also specify how long you want to wait at any place you're travelling via, so your overall journey time accounts for your stops. New features in the *Plus* version include extra routes, places and B roads as well as A-Rexx support and a number of other tweaks have been added to the system.

GB Route Plus is quick at finding you a route. It's also easy to use and generally very accurate and reliable in the routes it offers. But it does have a few problems.

Included are around 3,700 places and 6,700 roads which makes over 25 million possible routes. But a lot of smaller villages and roads that you use frequently are not in the program. This need not be a problem, because you can buy a separate program called *GB Route Plus Edit*. This lets you add new places and routes as well as delete or alter existing ones. Normally it costs £39.95, but it's available for a limited period at only £9.99.



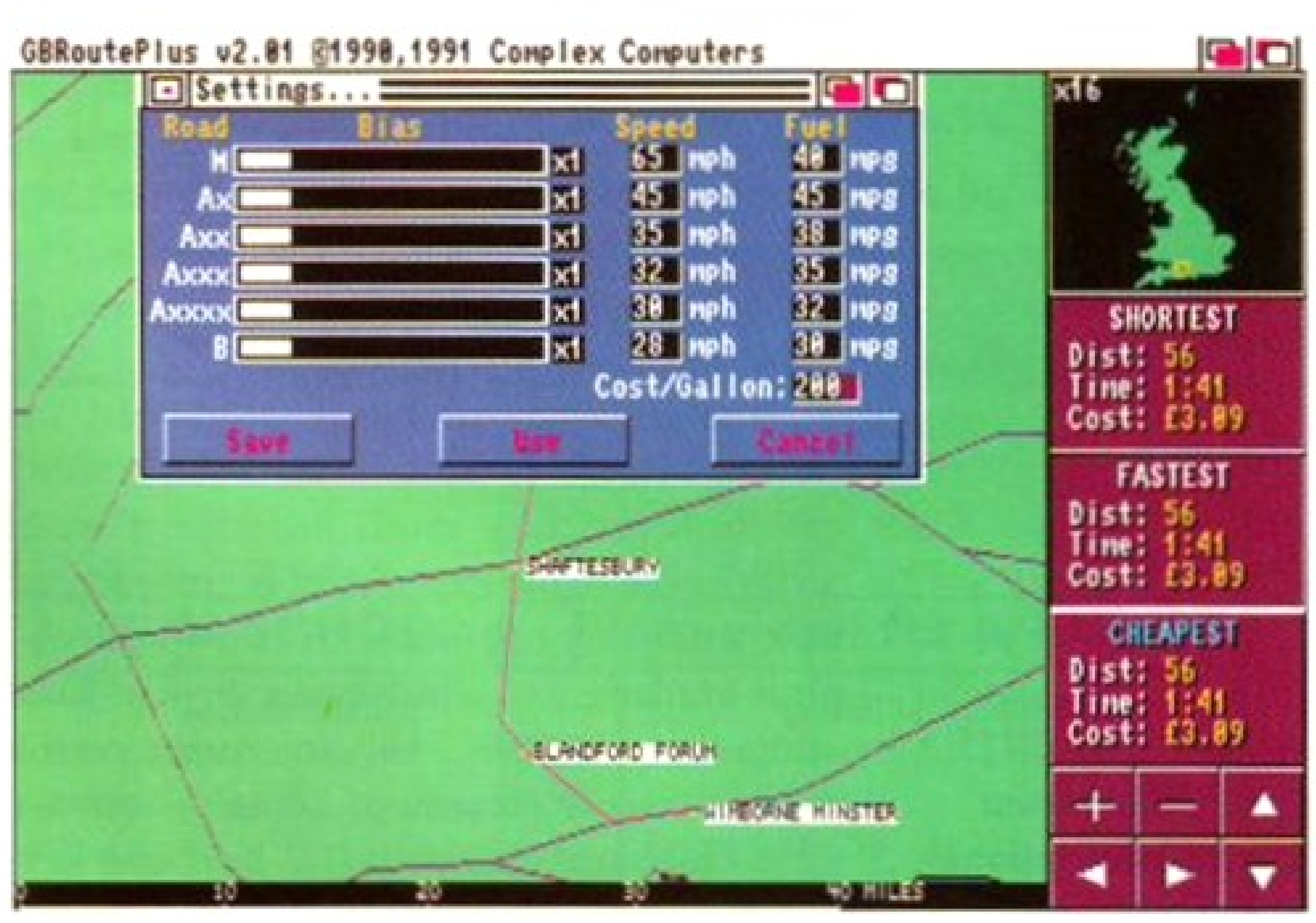
Type in your start point and destination here: the program will offer you a range of place names if you just put in a couple of letters. Notice you can also go via or avoid other places.



The only real problem with the program is that toll bridges, like the Severn bridge here, are not taken into account when working out the price of the cheapest journey.

The other niggle is 'hidden costs'. One example of this was when we planned a route from Bath to Cheshire: the fastest route was M4/M5, but the cheapest by about 80p involved crossing the Severn Bridge. Unfortunately, this failed to take into account that the bridge toll is £1. This error is repeated for any routes involving tolls.

That apart, *GB Route Plus* does its job very well. It's very fast and very easy to use and it's also fun to play with, even if you're not actually going anywhere. It's a lot easier to find your way around with a printout of your route and your turnings taped to the dashboard. The only problem is that it's also pretty expensive, especially when you consider the *Edit* program too. The original *GB Route* was only £39.95 and I'm not convinced there's that much more to the *Plus* version to justify a price four or five times that of a really good road atlas.



Because *GB Route Plus* works out the cheapest and fastest routes as well as the shortest, you need to be able to enter up-to-date petrol prices as well as how fast you drive and how much petrol your car consumes on certain types of road. You can also bias it to pick types of road that you prefer.

GB Route Plus

SPEED ●●●●
Routes appear very quickly: scrolling round the map is a little slow.

DOCUMENTATION ●●●●
A very simple program needs very little explaining in a slim manual.

ACCESSIBILITY ●●●●●
Very simple to use indeed. All the options are all self-explanatory.

FEATURES ●●●
For the price, the lack of some routes and toll payments is a fault.

VALUE ●●
Let down badly by cost: twice the price of the original version.

AMIGA FORMAT Verdict **68%**



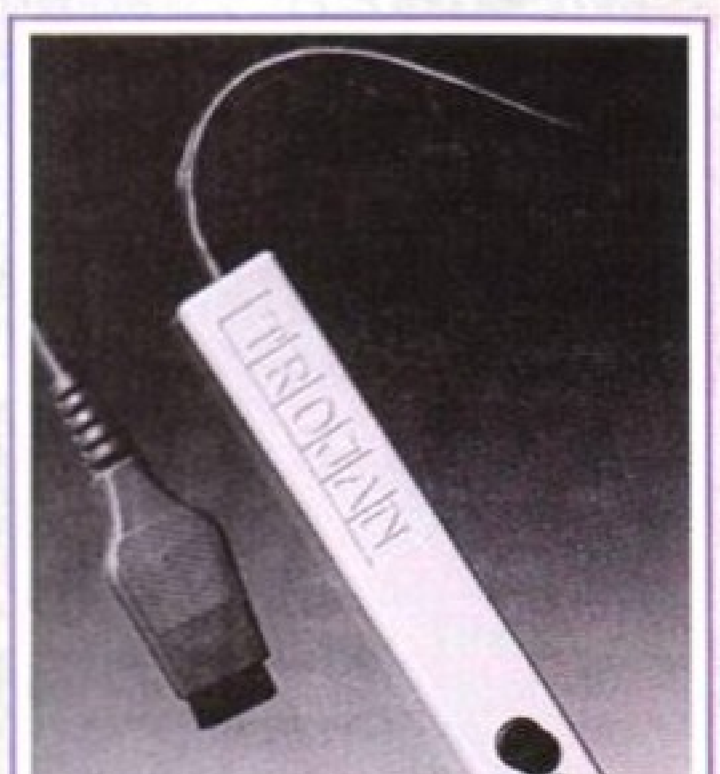
What Could Be More Natural?

Light Pen

The Trojan Lightpen for the Commodore Amiga range of computers can be used as a direct replacement for the mouse in most applications.

The pen provides an instinctive and very direct method of control for users of all ages, takes up no desk space and is completely maintenance free.

Particularly useful in art or design situations the pen is compatible with most software packages that can be called from the Amiga Workbench, after running the short driver program supplied.



Even very young children find the pen simple to operate and it is therefore ideal for use with educational software.

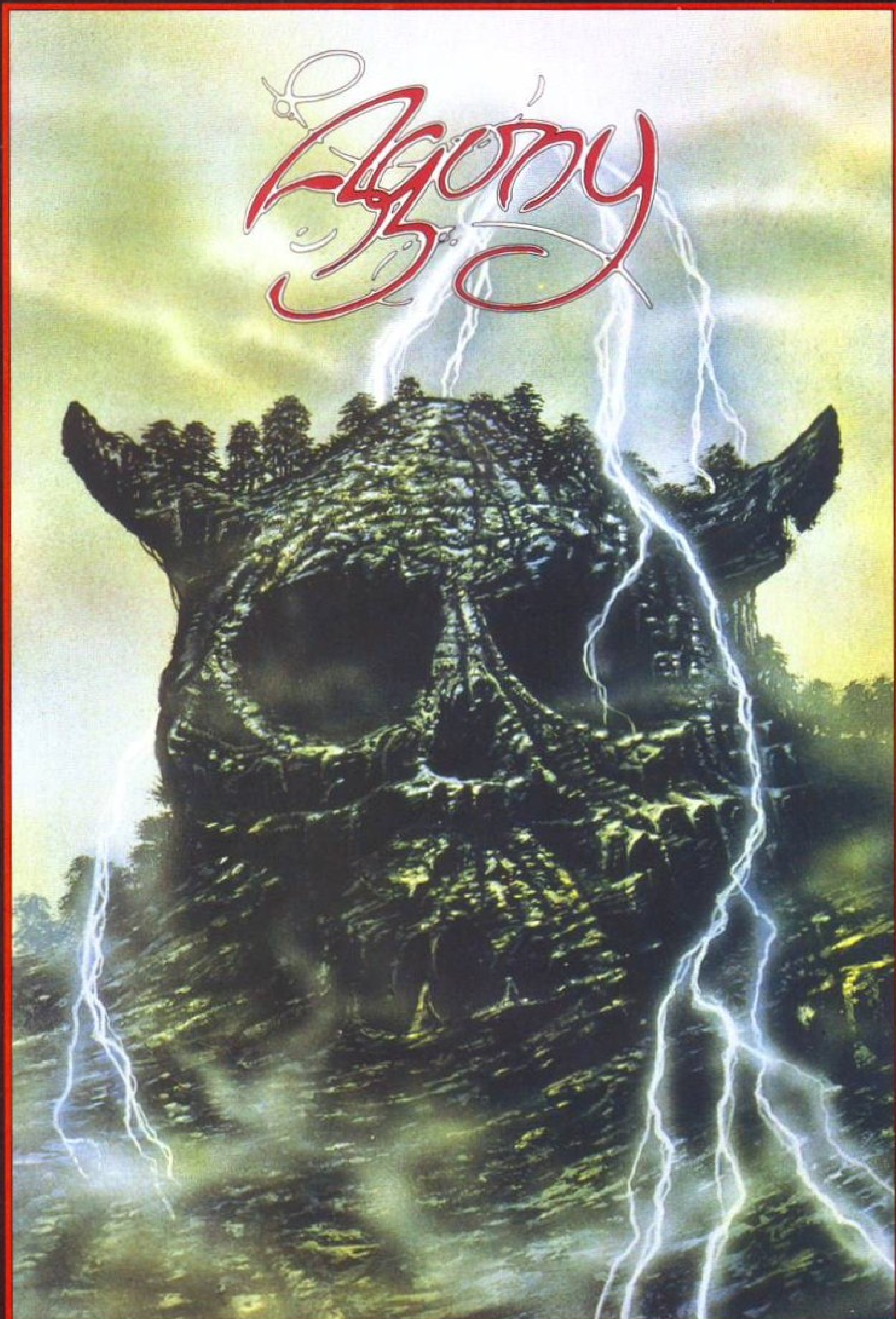
The pen includes KwikDraw- Trojan's own drawing program, and is available from all good computer retailers at £39.99 rrp.

What could be more natural?

- Compatible with DPaint III, IV and other major art packages.
- Also available- Commodore C64 Lightpen plus Penmaster, a fully featured art package.

TROJAN PRODUCTS

Unit 7 · Dafen Park
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AGONY

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically – excellent levels, each infested with hordes of beautifully-animated conjured-up creatures.

Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

SEEING IS BELIEVING

Screen Shots from the Amiga version.

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

VISA

Hard drives are pretty expensive. If you want an all singing and dancing unit you have to pay the earth, so **Pat McDonald** examines the nearest thing to a DIY hard drive kit.



The Dataflyer is one of the largest expansions available for the A500, so don't buy one unless you've got plenty of space.

Dataflyer 500

A500 Hard drive ■ £349.99 ■ Trilogic

THE FIRST THING that strikes you about the Dataflyer hard drive is its size. It's huge! More than twice as big as the A590! The odd thing is that it's also very light. Your left thinking that perhaps it isn't complete.

In a sense that's right. As bought the Dataflyer is just a hard drive. It draws all its power from the A500, and doesn't have any sockets to put RAM chips onto it. The good news is that the reason there's so much empty space inside is that you can buy optional extras and beef it up a bit. It will take a DataRAM expansion card, which will take the memory of your computer up by 2-8Mb. You can also fit the drive with it's own power supply, either inside the box or out.

No other hard drive that I know of has an internal power supply, and I can't understand why – it's so convenient to just have a lead with a plug. Possibly because the magnetic field of a PSU can damage hard drives – but the metal cases should eliminate this problem.

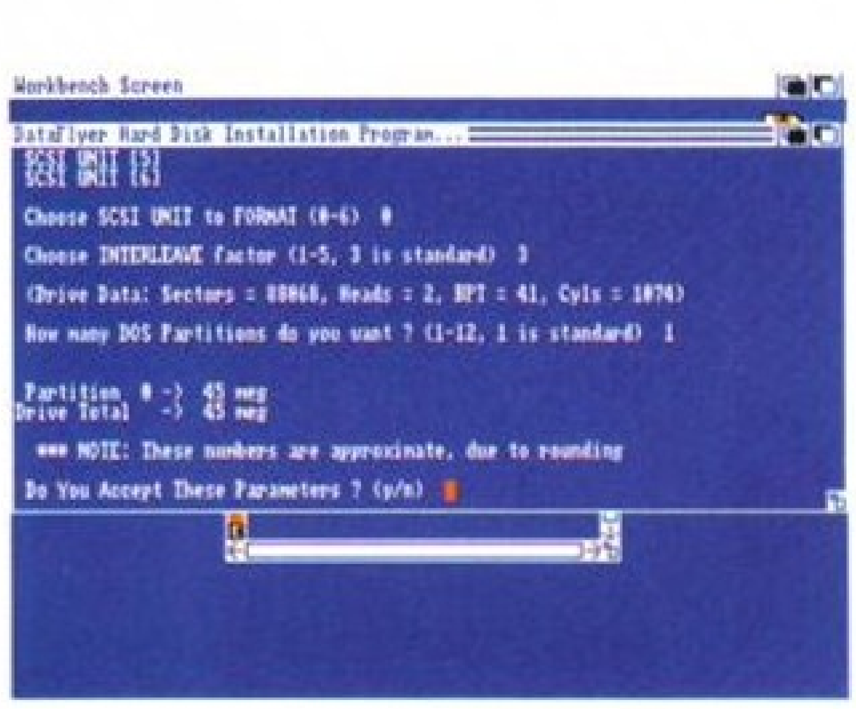
Finally, for those who need a lot of storage space, you can fit a SCSI connector on to the back, to plug-in extra hard drives too. All of these options add to the price, but not everybody has £500 to splash at one go on a GVP.

As set-up at the factory, the Dataflyer can be used straight out of the box. As all hard drive users will know, it's necessary to reformat a hard drive from time to time, because certain software (and viruses) can cause a hard drive to fail. All hard drives come with a separate floppy disk which contains the utilities needed, and this one is no exception. Reformatting this hard drive is unique, totally unlike any other I've seen. Rather than using a specialist program with a pretty graphical front end, the Dataflyer's set-up procedure is contained in a Shell script. Clicking on the Format-HD icon starts off a Shell window, and the computer asks you questions about how you want the drive set-up.

All well and good, but there are a couple of snags with this approach. The first is that, if you enter a strange value, the script doesn't error check and just comes up with an error code. The second problem is that people (in general) really don't like typing – a point and click system is more approachable.

There's one more thing I don't like, and that's the time it takes for the hard drive to work out it needs formatting, and boot the floppy instead. You're left waiting for over a minute while it mulls over whether to boot the floppy or not – no other hard drive is tedious. On the other hand, you don't have to reformat it often, so it's a small glitch.

In normal use the Dataflyer is really quite pleasant. It takes ten seconds or so to boot from the hard drive, which compares favourably with competitors' models. The data flies on to and off the disk fairly fast for a hard drive, and makes using the device a pleasure rather than a pain.



As you can see, when setting up the Dataflyer you have to type in answers to questions which are displayed in a Shell window. One mistake and you have to reboot and start again

I really must mention the documentation. This looks tatty, and is photocopied into a small book. When you actually read it though, you'll be pleased to discover it's mostly written in English rather blinding you with pure jargon. Step-by-step instructions are given for getting it working, rather than vague, general ideas of how to do things.

It's also packed with lots of advice about the best way to use a hard drive – things like installing software on to it, backing it up, and connecting odd types of hard drive. I really cannot fault the content, because it covers many different subjects concisely in a small space. If only they were all like this!

The drive has a few faults, notably in the set-up software and in the size. It's deeper than the actual A500 itself, and is offset to compensate. This means it goes 150mm (six inches) further back than the computer, and I can see this causing problems.

On the other hand, the hard drive is pretty unique in terms of long term usage. If you get an A1500 or B2000, you can take the guts of the machine out and install them in your new computer (you will need a longer hard drive-Dataflyer card cable though). It starts off pretty naff, but then again you can build it up into quite a good unit.

THE DATAFLYER 500 £349.99 for basic model with an NEC 50MB hard disk unit. For further information contact Trilogic 0274 678062.

(A 2000 version is also available)

Dataflyer 500

SPEED ●●●●
Compares quite favourably with all other types in general use.

DOCUMENTATION ●●●●
It looks rather appalling but it is clear, informative and helpful.

ACCESSIBILITY ●●
The setup script is pretty dire, but you don't need it very often.

FEATURES ●●●●●
Starts dull, but you can expand it to a reasonably desirable system.

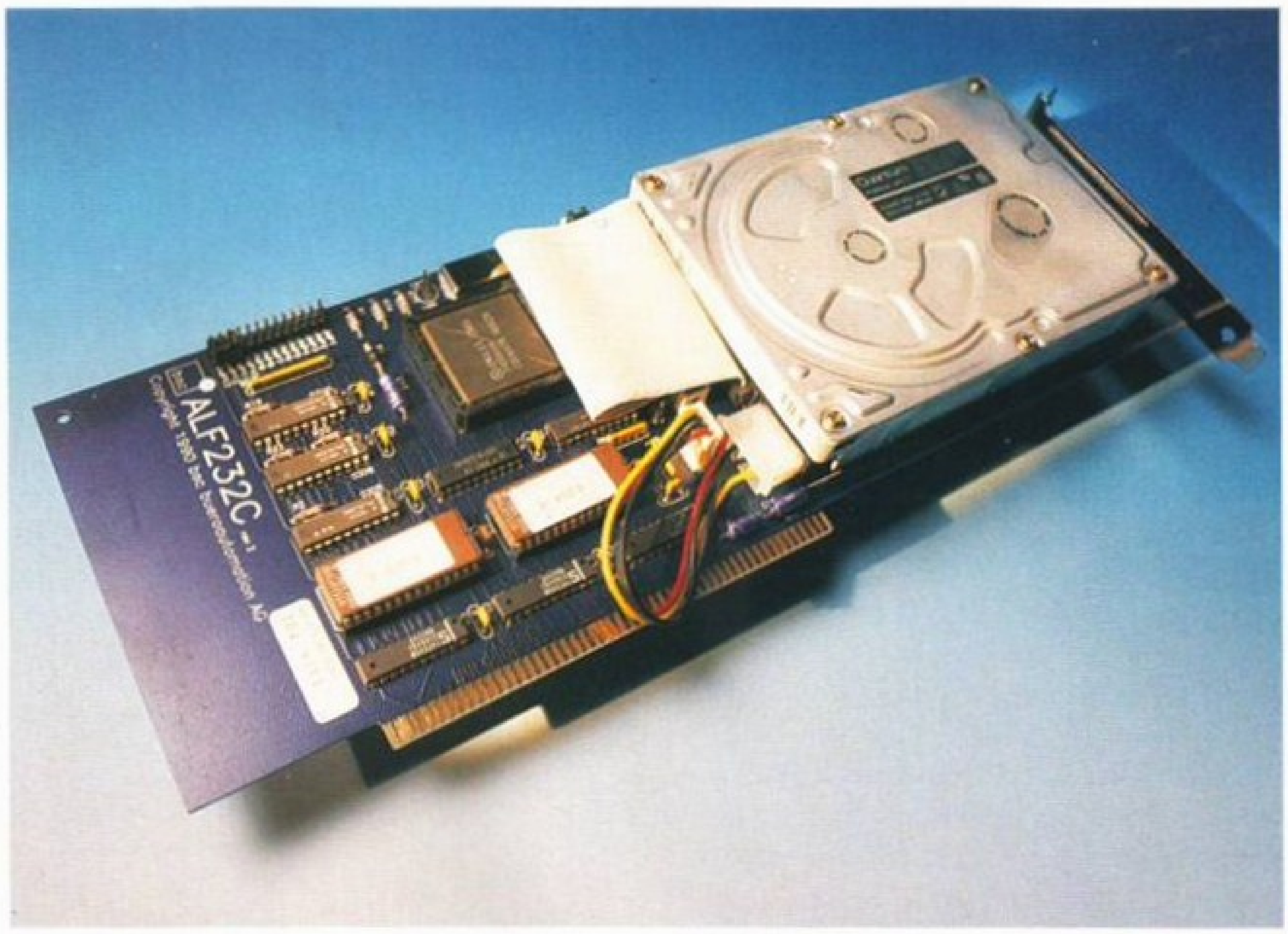
VALUE ●●●
Not a particularly attractive buy, in view of the cost of the extras.

AMIGA Verdict FORMAT **65%**

Looking for a seriously good hard drive? **Pat McDonald** peruses one of the best available.

ALF3 Hard Drive

B2000 Hard disk card ■ £299.99 ■ Gasteiner



The ALF3 looks little different from any other Zorro II (A1500/B2000) card. Notice the Quantum hard disk unit mounted on the end – the price given does not include this, although you will need one of some sort. Expect to pay another £200 or so for this.

GIVEN THE AMIGA'S huge popularity in Germany, it's surprising that very little from that country makes its way into the UK. Gasteiner Technologies are now importing products from a company called BSc – namely the Oktagon 500 A500 hard drive (reviewed Amiga Format 28) and this little number for the A1500/B2000. ALF stands for Amiga Loads Faster; a silly name as there's really little doubt that a hard drive does indeed let you load things faster. It would be foolish to laugh at the ALF3 though.

It purports to be the meanest, fastest hard drive controller around. ALF3 can use old fashioned ST412 (MFM or RLL – whatever that means) or the much better, later, more reliable (but more expensive) SCSI types.

On the board, there's a selection of custom chips to help shift the data from and to the hard drive as quickly as possible. The construction quality is very high, as you would expect given ALF3's origins.

What you don't get is any facility for connecting extra memory. Most hard drives do have this facility these days. It's not really a problem though, as A1500/B2000s still have three connectors free for a memory board even when fitted with an ALF3.

Fitting the board into the computer is no different to any other hard drive. Just unscrew the case of your computer, clip the card into a slot, connect the LED lead (so you can see when the hard drive is active) onto the board and put the whole thing back together.

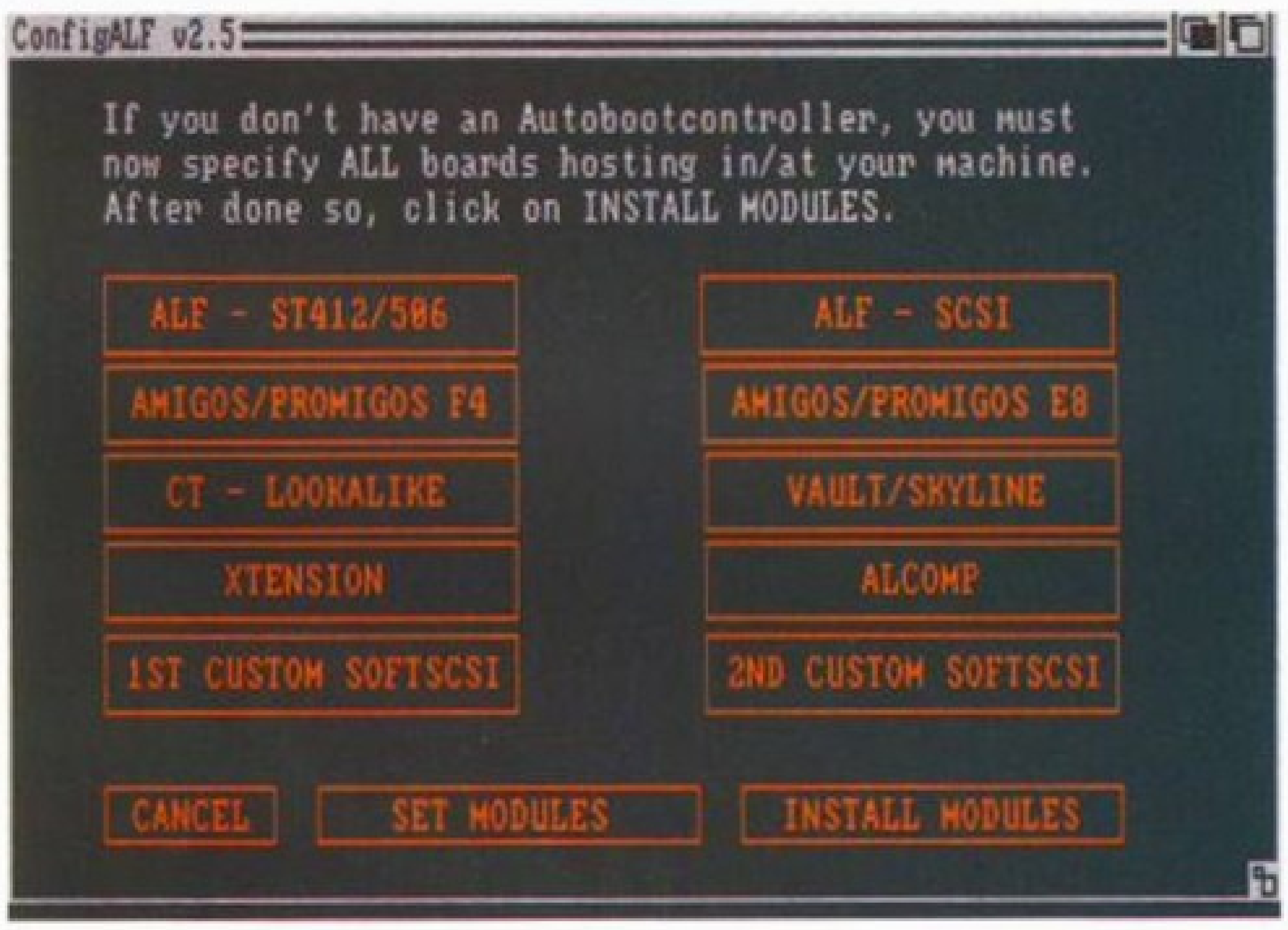
Even if you've never done it before, you'll find it quite easy so long as you take your time. I suppose really timid people could take 20 minutes, but 10 is a realistic figure.

Setting it up and configuring the hard drive is not necessary, as this is done at the factory. However, when a virus strikes or you accidently turn off your machine while a file is being saved, the hard drive will have to be set up again. This is when you encounter what makes ALF3 special.

The set-up software is brilliant. At every stage it reassures you, informs you, and warns you of any problems. For user friendliness and simplicity it's tops. You don't just get one floppy disk with one program on it – oh no, you get two disks with a whole host of utilities to configure the system to do whatever you want it to do.

Just getting the thing going from scratch is easy enough, but I cannot stress enough the depth of support. The software won't make the tea, but it will do just about anything else you could possibly want if you ask it nicely.

The fly in the ointment is the manual. It's paperbacked but ringbound, so you can rearrange it in a smart binder for easy reference. The trouble is that the translation leaves something to be desired. Like a retranslation. Honestly, the manual is virtual gibberish in places. I can understand why – ALF3 is a terribly sophisticated piece of kit, and it's hard enough simplifying such concepts in your native language, let alone a foreign one.



Nearly all of the software crammed onto two floppy disks is as user friendly and powerful as the installation software pictured here. That's the way to do it!

You gradually get to learn the ins and outs of the book (it's not very thin) but it really does take time to get to the nitty gritty of what you want. For instance, if you have a hard disk cartridge unit like a Syquest connected to the back of the ALF3 via the SCSI, a standard Amiga gets very confused when you whip one cartridge disk out and put another in.

ALF3 can bypass this quite easily (as can most others) but finding out how is a tall order without lots of coffee and a notepad. Even when you find the correct reference it takes some trial and error to get it working. It's not the software, it's trying to understand that dammed book.

There's really not much else to say. ALF3 has extensive SCSI support, for sharing a hard drive between Amigas equipped with a SCSI interface (preferably all ALF3s of course). In terms of speed, though, it's the best – it just pips the GVP Series II hard card, but the difference is not huge – perhaps 5% or less. For the buffs out there, that figure was attained on the same machine using the same Quantum hard disk unit.

If you're technically minded, and want the best hard card, then get an ALF3. If you're not prepared to spend a lot of time musing over the manual, then avoid it. The manual problem is going to seriously limit its sales potential. There's not a lot of point getting the best hard card if you cannot work out how to use it!

Personally I love it, but there are a lot of people out there who should be prepared for a stormy relationship when things go wrong (as they do with all hard drive systems).

ALF3 is available for £299.99 (without a hard disk unit fitted - that costs extra) from Gasteiner 081-365 1151

ALF3

SPEED ●●●●●
The best B2000 hard drive card available on the market up to now.

DOCUMENTATION ●
All the information is there, but it's disguised as a load of nonsense.

ACCESSIBILITY ●●●●
Great set of software to utilise the full potential of the system.

FEATURES ●●●●
Everything except more computer memory, not really a problem.

VALUE ●●●
As with everything in life, this sort of quality costs that little bit extra!

AMIGA FORMAT Verdict **82%**

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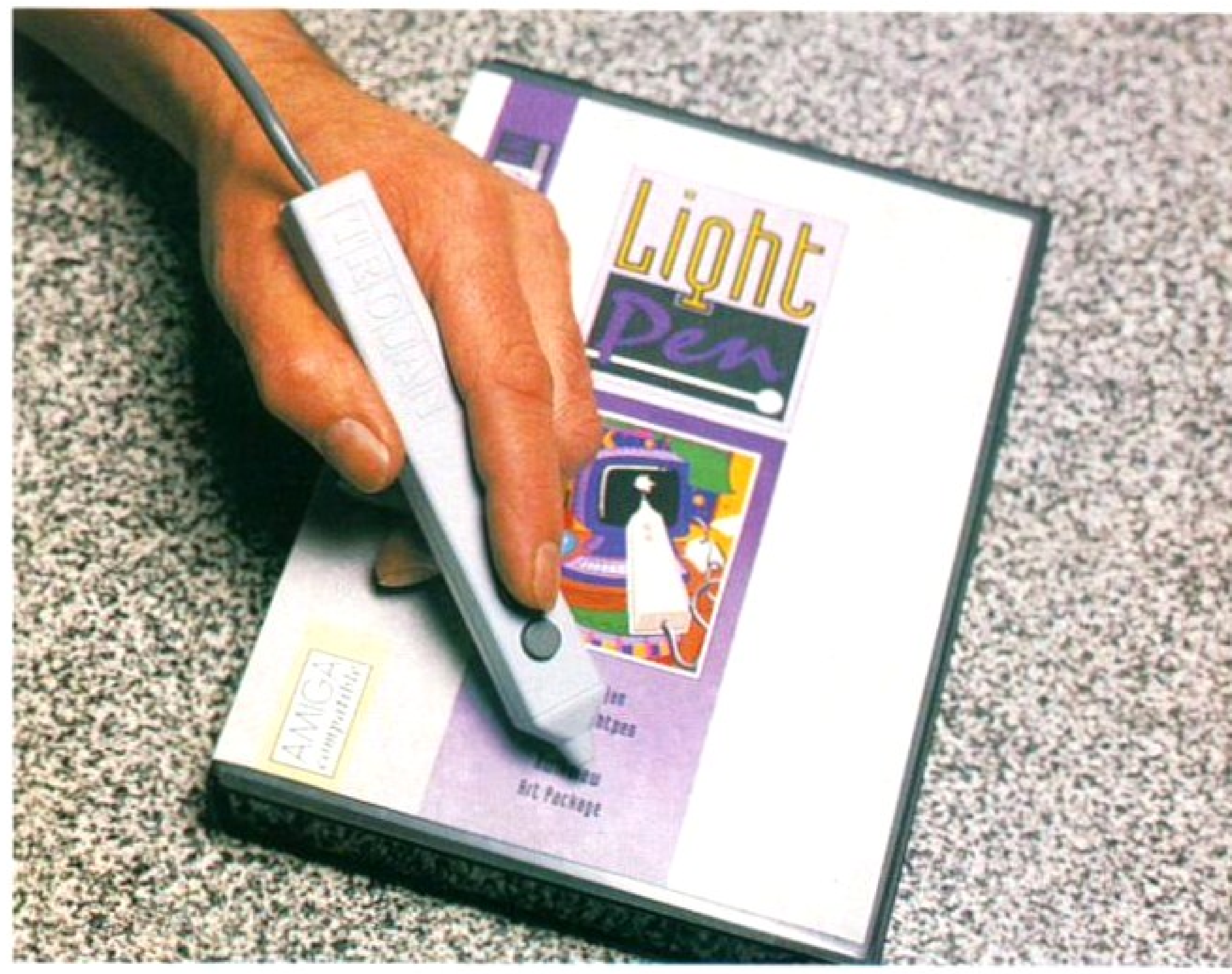
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If you're fed up with shunting a mouse around a desk, well then let **Pat McDonald** tell you about a new version of an old idea – all you do is just draw on the screen!



Trojan have done very little to contour their light pen. It does take a while to get used to the pen that's all right angles, but after a day or so you'll find it a bit more natural to hold. You never get used to the buttons though – they're too far forward and too close together.

Trojan Light Pen

Mouse alternative ■ £39.99 ■ Trojan

EVER SINCE THE AMIGA was invented, it has always had a light-pen facility (go and check your manual if you don't believe me). Before mice became popular, you could often see people sketching away on their screens; this was a popular shot for Seventies TV science programmes.

It's strange then that you don't see many light pens in use today or even for sale in your local computer emporium. So if it's a built-in facility, why aren't there any? The reason is that there is a general lack of support for light pens. 99.9999 per cent of programs just ignore them (the situation is similar for light guns).

The reason is that, in the Nineties, everybody gets a mouse with a computer – strange that you don't get a joystick too. Because every Amiga owner has a mouse, that's the method for using most serious and some games software.

Which is where this product comes in. It seems that you don't get a lot with it – a boxy light pen with a lead and two buttons, a thin manual, and a disk. £50 doesn't get you much these days. At least the box is fairly sturdy.

It is pretty easy to get the device working. All you have to do is plug it into the joystick port, and run the enclosed disk. The disk is a copy of Workbench 1.3, and it automatically runs the driver program. The driver patches the way that the Amiga works, so you can use the light pen instead of the mouse. The strange thing is, you can use the mouse too!

This approach means that the light pen can be used with all software that uses the standard mouse procedures that are built in to the Amiga. If the program has it's own mouse reading routine, then it will not work with the Trojan Light Pen.

In short then, this will work fine with Workbench, most graphics programs (like *Deluxe Paint* for example), a lot of ray tracers and scenery generators (*Draw 4D*, *Vista*) and virtually no games at all. However, unless you don't get fed up with using a copy of the enclosed disk every time that you want to use your Amiga seriously, you will need to know how to copy the driver program onto different disks – and for that you will have to use the Shell or CLI.

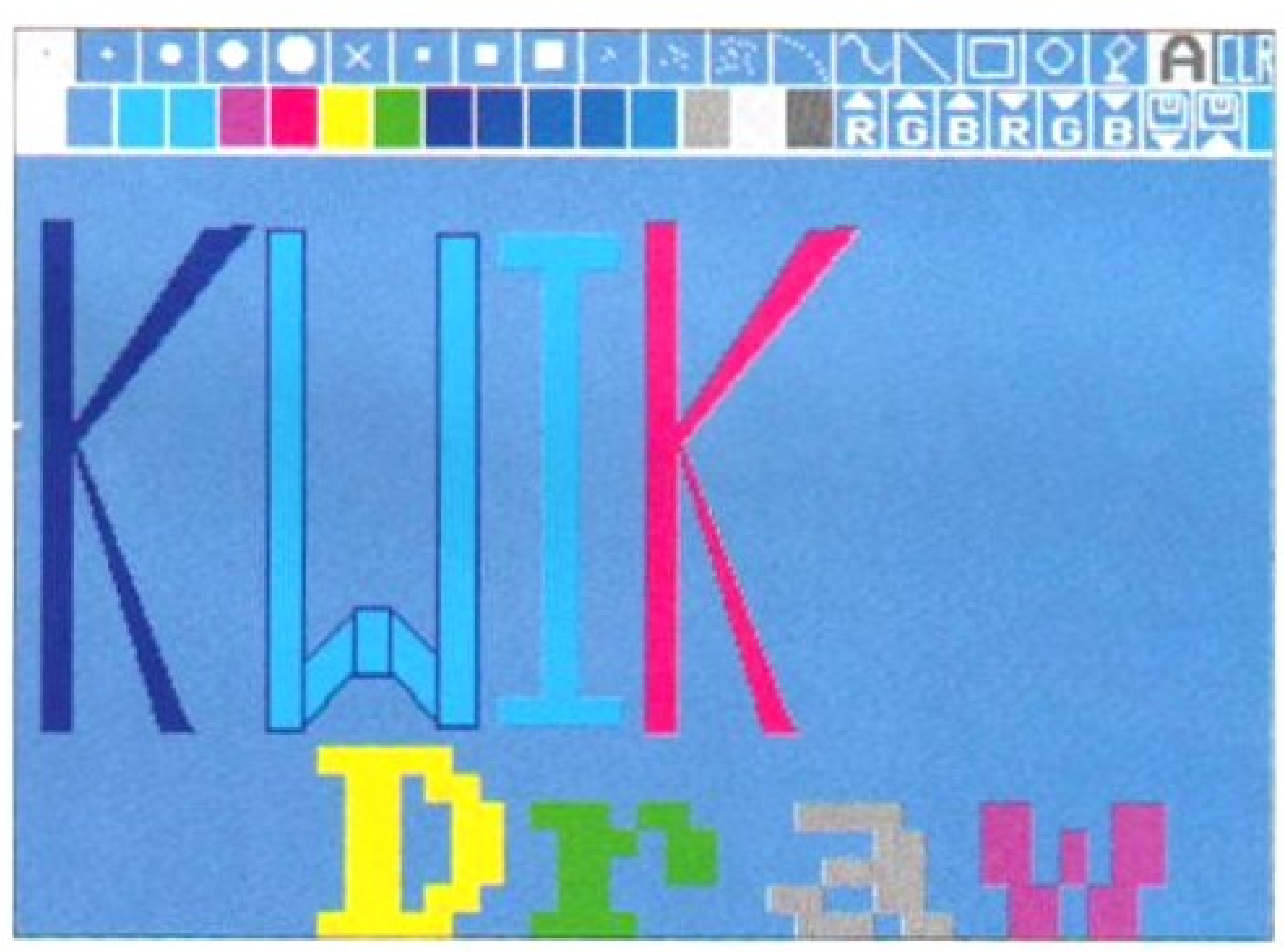
There is one group of people who will not be impressed with the way that the Trojan works: people who have just bought an A500 Plus or other Workbench 2 Amiga. It just didn't work – the disk booted, the program signed on, but the mouse pointer would not respond to the light pen at all.

This isn't good, but the reason is that the review version I had was sent to us before the Plus was released. A new version is now available which does work on the Plus. There will be some old stock in circulation, so do check to make sure you get the new version if you have an A500P.

There are a couple of faults, though, occasionally the pointer gets stuck in an area and won't respond for a couple of seconds. This isn't helped by a dirty screen, but even happens on a pristine system sometimes (usually on dark areas of the screen). Normal control is regained in a couple of seconds though.

The worst fault of the Trojan light pen is the shape. It has no contour at all to fit in the human hand, and the buttons are too close to the end for my liking. It just makes it harder to control at first, in a similar fashion to an awkwardly shaped mouse.

For use in paint programs, the pen isn't brilliant. You haven't got the ultra fine control of a mouse, which makes detailed work tricky unless you're zoomed into a picture. The other problem is found on all light pens – the screen is partially obscured by your hand. After you're used to these foibles, it's great.



An extra, thrown-in for free on the disk is *Kwikdraw*, a simple paint program. *Deluxe Paint* it isn't (it can handle 16 colours on a 320 x 200 screen at best) but for learning how to control the pen it's good.

THE THEORY

The principles behind how light pens work is not complicated. The light pen is placed fairly close to the monitor; it doesn't have to touch it. As the screen is refreshed by a beam of electrons, the light pen 'sees' the new information shining on the screen. It sends a pulse down the cable to the computer.

The computer sees the pulse, and works out where the pen must be on the screen for the exact moment it sees the new beam. By working out where the beam was at that time, and calculates the pen's position. All this happens 50 times a second! As for the buttons on the pen, they work exactly the same as the buttons on a mouse.

TROJAN LIGHT PEN is available from Trojan Products, 0554 777993

Light Pen

SPEED ●●●●
Usually whizzy except occasionally when it freezes for a moment.

DOCUMENTATION ●●●●●
Thin, but an easy read – contains everything you need to know.

ACCESSIBILITY ●●●●
Takes time to get used to it. Doesn't demand technical expertise to get working.

FEATURES ●●●
There's no ultra fine control, but otherwise it performs quite well.

VALUE ●●●
A bit expensive. A replacement mouse only costs about £30 or less.

AMIGA FORMAT Verdict **78%**

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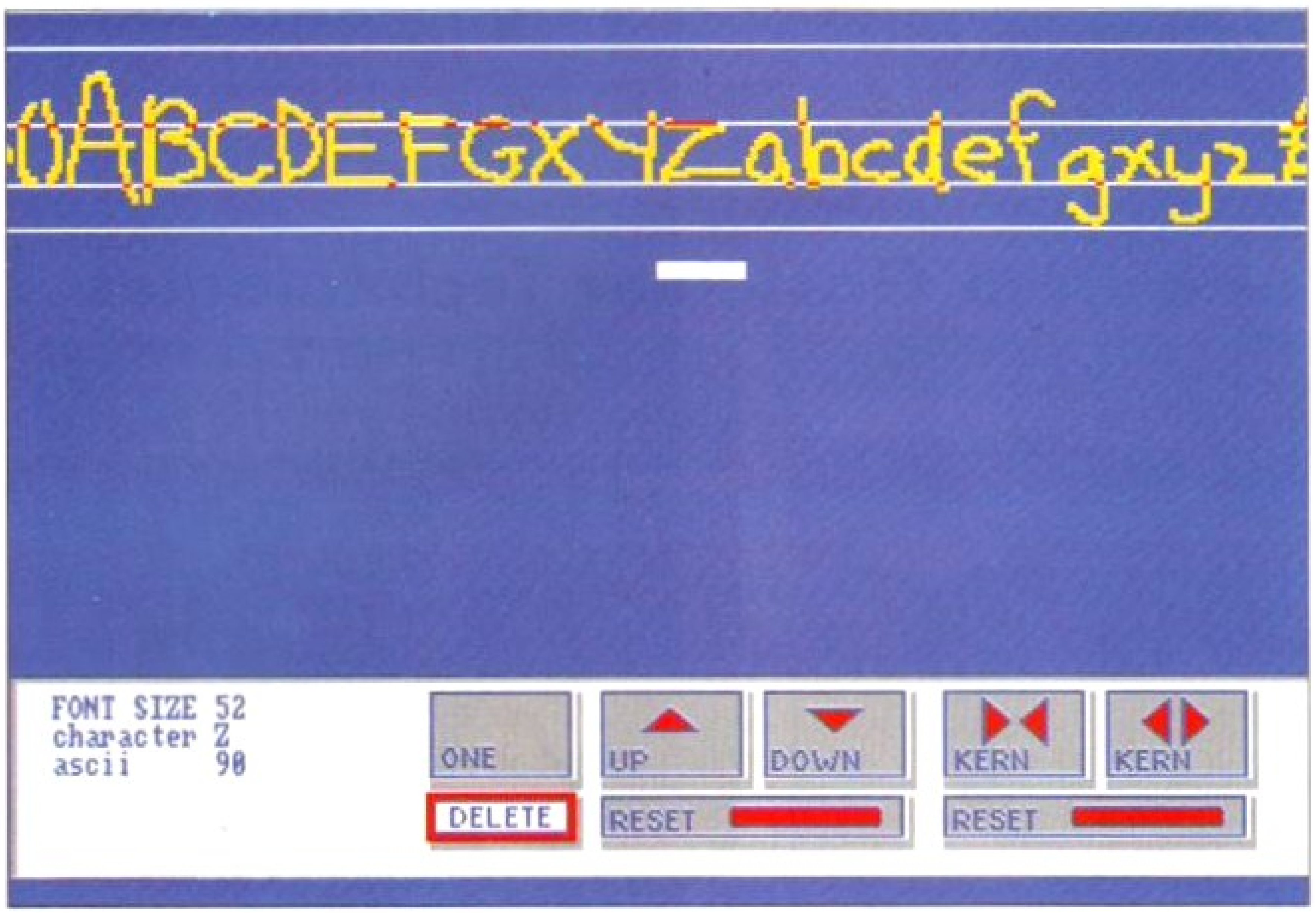
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Now it's time to make the font look correct by altering the character positions to the same base level so that when you type, they all fit on the line properly.

Getting snazzy new fonts to show off how flash your Amiga really is can be a difficult task to perform. **Asam Ahmad** tests out his very own ABC with a new utility which will make creating your own fonts far easier.

Fontgrabber

Font Creator ■ £49.95 ■ Genisoft

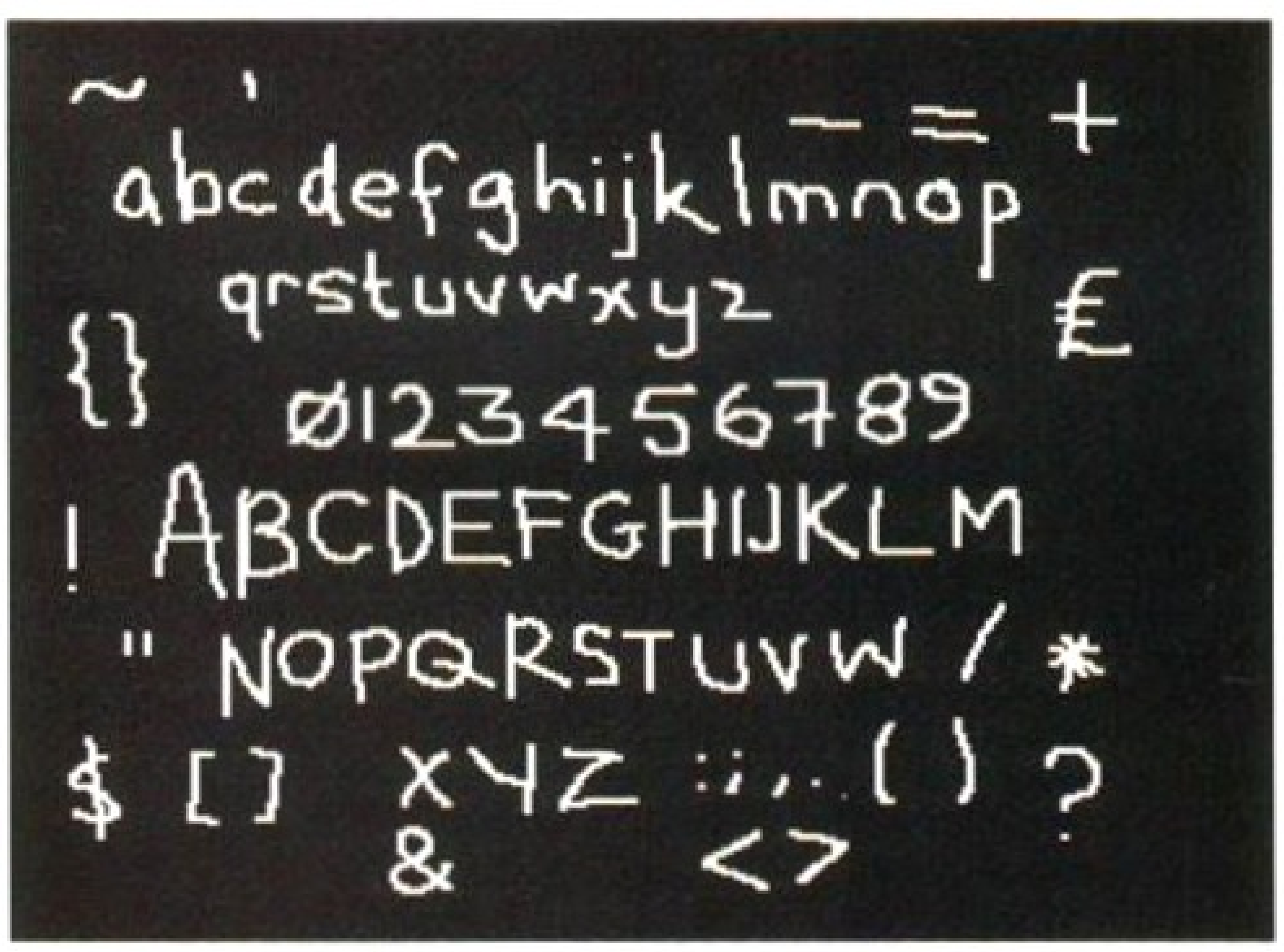
THIS IS ONE of those intriguing kind of programs, with no immediately obvious application area. It is in fact one of those utilities that you'll probably not get round to using very often, but when you do it can be dead handy. There are two parts to *Fontgrabber*, integrated in to just one program for general font manipulation.

Creating fonts on a standard font editor can be such a tedious and difficult task. These editors often do not have the paint facilities that a program like *Deluxe Paint* has and are severely lacking in the manipulative ability that paint programs have.

It is far, far easier to create a font in a paint program than it is in a font editor, but the problem is that you cannot use the new fonts that you have created in any other application unless it accepts IFF pictures. You need to be able to cut characters from your font screen and paste them down on to your work screen. And this is where the first part of the program comes in to play.

The real beauty of *Fontgrabber* is that you can load up most IFF screens, except HAM and Extra-HalfBrite modes. The screens are translated into a single bit-plane black-and-white modes meaning that you cannot grab colour fonts for example, but apart from that, the fonts can be as big or as small as you want them to be, but you have to work to the constraints of the screen size. The screen can be of any virtual size, eg overscan, as it is possible to scroll through the whole image at will. Once the screen has been loaded in, though, it's time for the fun bit.

Grabbing fonts is child's play. The program lets you 'pick-up' images of any character that you wish by simply drawing a rectangle around the character as you would when selecting a brush in a paint package. You simply select the character via the keyboard and then pick it up.



Having just created my own spectacular new font, it is time to grab it using Fontgrabber. Just pick up those letters. You can even mix fonts, or assign whole words to a single key.

Once you have read in the alphabet, or just the characters that you want, it is time to edit their positions, relative to the baseline of the font. This is not as difficult a process as it sounds, as *Fontgrabber* has some clever routines built into it.

These can more often than not distinguish descenders and ascenders like those on 'p's and 'b's and act accordingly to put them correctly at the same level as baseline characters like say x's. These are often taken as the standard characters for determining positions of ascenders and descenders in fonts.

Once you have grabbed, the font can be saved to your FONTS: directory in the standard format for use in any application that accepts Amiga fonts. The second part of the program actually allows you to take any standard Amiga font, and then put it into a standard IFF screen.

The main purpose for this is to allow the use of a paint package's superior editing capabilities to manipulate or just touch-up a font in lieu of a font editor. It also allows you to change the font information to an extent, by re-grabbing characters from the screens to alter their positional information such as height and kerning, as when editing characters like before. This process also doubles as a useful way of creating screens full of fonts, to print out and use as spec sheets, to see whether or not some fonts have certain characters designed for them.

Fontgrabber is an OK program, in fact it's quite a good program, but it does have some potential for improvement. The ability to grab and edit colour fonts would have been nice, and a slightly better user interface would also have gone down rather well – it is mainly menu driven and it does its job, but it is often a bit sluggish, especially when editing the character positions.

There are a few bugs, in that it will not load all fonts, but perhaps this is due to non-standard fonts that do not quite match up to formal specifications, though you can still load them up in *Deluxe Paint*. It's a program that can be put to good use by creating good-looking new fonts especially for applications such as desktop video or just generally to extend the capabilities of any program that uses the Amiga's fonts.

FONTGRABBER is available from HB Marketing 0753 686000

Fontgrabber

SPEED ●●●
Relatively fast in most areas, but a bit slow in the editing mode.

DOCUMENTATION ●●●
Brief and to the point, pretty easy to understand, with no complex bits.

ACCESSIBILITY ●●●●
Straightforward and easy to use, fully menu driven, with keyboard short-cuts.

FEATURES ●●
It does its job. Only basic font support, but good nevertheless.

VALUE ●●●●
Fontgrabber won't appeal to all, but it is useful addition to anyone's collection.

AMIGA FORMAT Verdict **67%**

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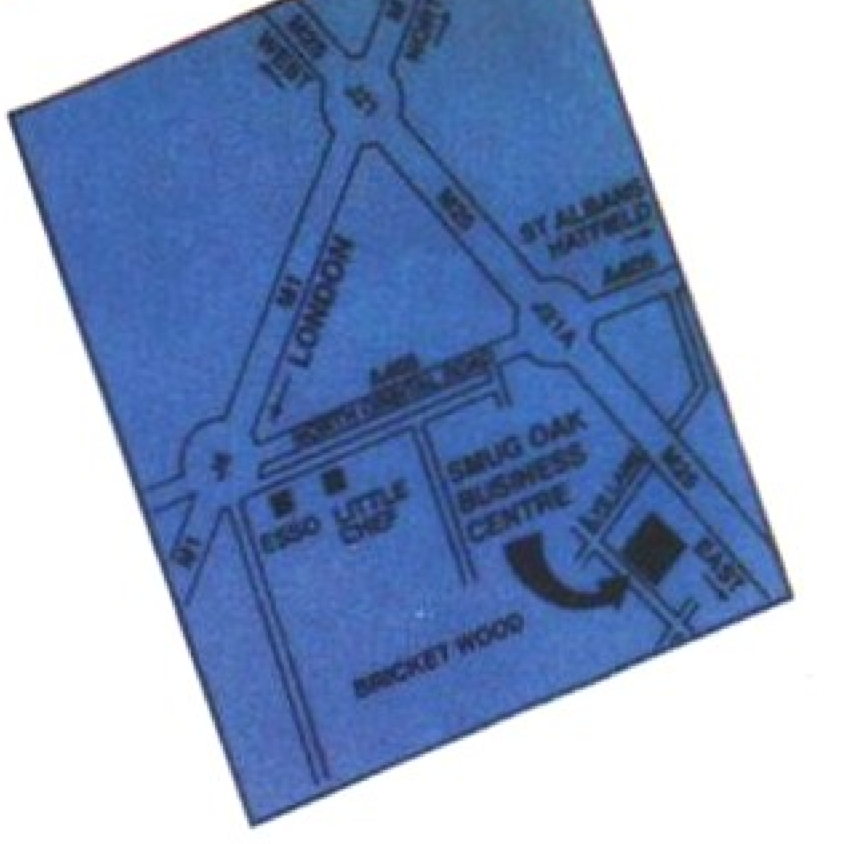
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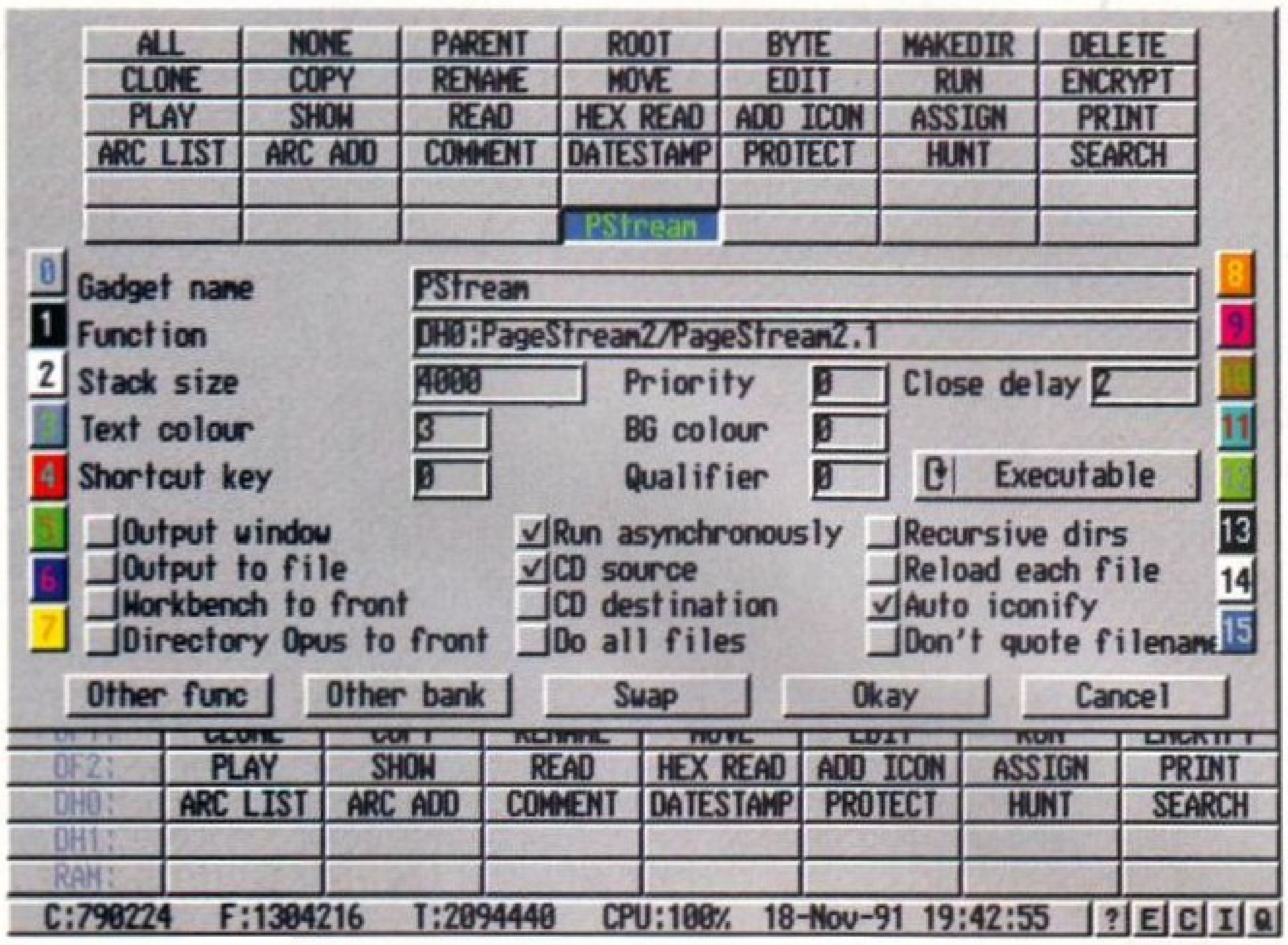


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There's loads of useful things that only the CLI or Shell can do: but if you don't know how to use them, you're a bit stuck. Until now that is. **Asam Ahmad** finds a new way to get the power of the CLI, but without the hassle that goes with it.



Configuring your own buttons is child's play, with an easy-to-use, but comprehensive programming screen, to customise the operations at will.

Directory Opus

Directory utility ■ £39 ■ INOVAtronics

THE CLI IS CERTAINLY a powerful beast, but it's also darned awkward to use. It's all right if you've invested lots of time and trouble learning how to use it, but if not you're simply stuck with no way of getting access to all that power. Until somebody cleverly came up with the idea of the directory utility.

The Amiga's great advantage as a mouse-controlled computer is that you can make control of anything as simple as pointing to a bit of the screen and clicking a button. This is what directory utilities do, replacing all those hidden CLI commands with a list of options on the screen, all nicely laid out for you to click on.

Directory Opus is the latest in a whole series of easy-to-use CLI replacements. It comes on one disk with a handy installation program for putting it on to your hard drive, and also included on the disk are several Public Domain utility programs.

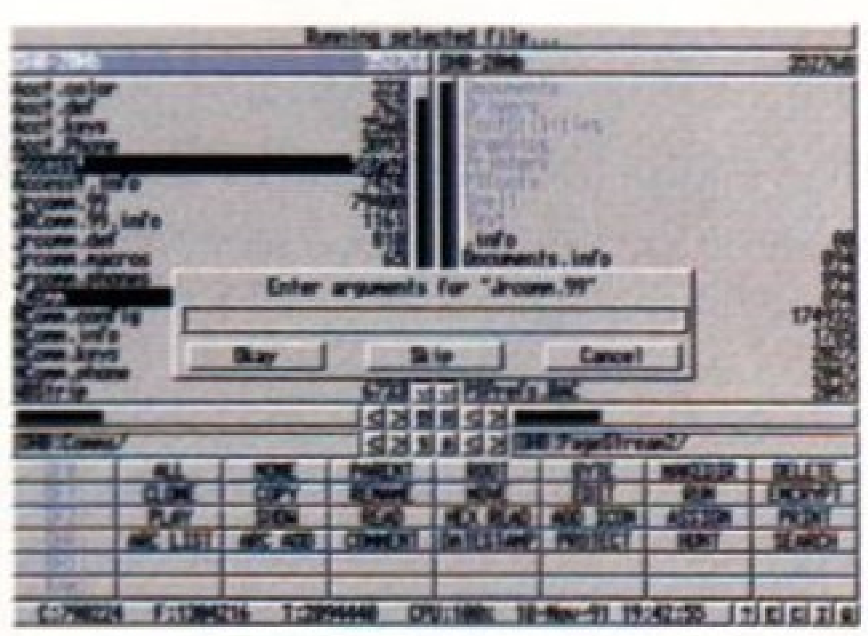
***Opus* has all the** functions that you would expect to see from a CLI interface program: all the standard 'housekeeping' functions that allow you to copy or move files from one place to another, delete files and so on. But it also goes much further than this.

It has the ability to recognise many different types of file: IFF, graphics, fonts and 8SVX sound sample files. If a file of any of these types is in the current directory listing and you double-click on it, *Opus* acts accordingly: automatically displaying pictures, icons or font files, or playing the relevant sound sample. It also recognises SoundTracker music modules and plays them when selected.

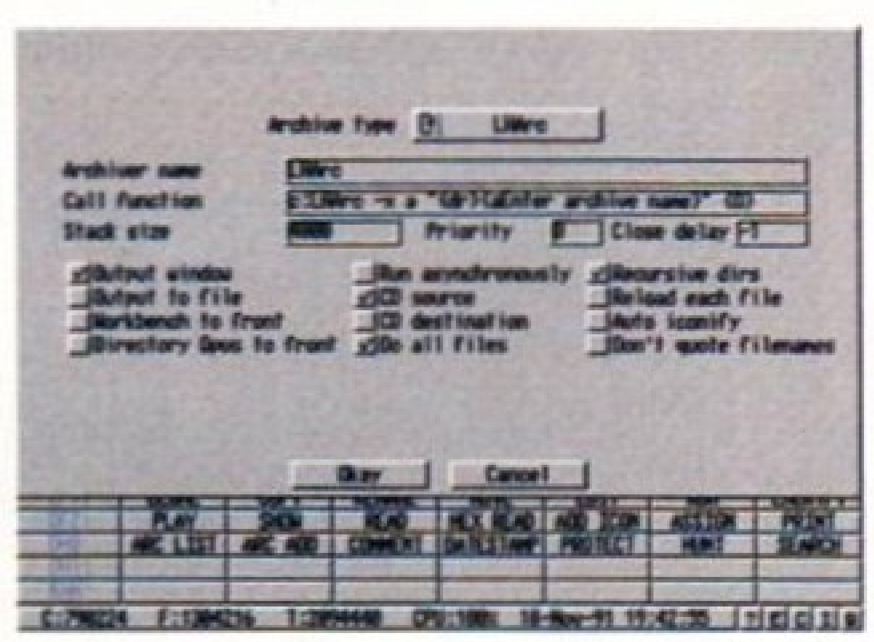
When it comes to reading text files, it can even provide a very nice reading interface, with variable scroll – it even allows you to read files that have been crunched with the excellent PowerPacker automatically, using the PowerPacker.Library. That's not all of it though, it also allows you to view ANIM brushes, and even CanDo decks using a CanDo.Library.

Another useful feature is the Encrypt option, which takes any file that you select and encrypts according to a password that you specify. Very useful to prevent those important files being read by unwanted eyes.

Anybody who has ever used BBS (a bulletin board) will know how useful an archiver can be. An archiver is a program that takes a whole bunch of files and compresses them into just one big file. Archivers, however, are renowned for their difficult operation. *Opus* has the power to sort out your problems in this area, providing you with functions to list, add to and extract archives, all as painlessly as possible. It does this by a clever script-like language, where rather than you typing in commands, you simply click on parameters with the mouse, making it all as simple as possible.



The main *Opus* control panel screen, that lets you launch, execute or run programs, and view pictures, files or listen to samples or modules.



***Opus* has a small macro-style language built into it to allow control of programs, such as *LHArc*, through the use of both menus and buttons.**

Almost a complete front-end for your Amiga, *Opus* also lets you launch and run programs automatically, by simply clicking on them or on a special button created for them. It has the facility for over 100 buttons and menu options combined, so finding room for them is not difficult – they can even be assigned hot-keys to allow immediate execution. To complete the picture, *Opus* also allows you to run ARexx scripts and programs for total control, assuming that you do of course have ARexx. *Opus* is really a work of art as far as directory utilities go. It is full of fab features and fully customiseable. The customisation process itself is extremely easy to use and very powerful, allowing you to assign functions to buttons in its extensive control panel or menu system. But all this power makes for one slight drawback: the program requires at least one Megabyte to run.

There are a lot of directory utilities in the Public Domain, one of the best being *SID*, which is shareware. But *Opus* is an excellent utility, very powerful, fast and friendly, and they've kept the price down to make it very competitive. So, if SID just hasn't got the flexibility that you need, then get *Opus*.

DIRECTORY OPUS is available from Checkmate Digital 071-923 0658

Directory Opus

SPEED ●●●●●
All the operations are as fast as they could be, given AmigaDOS' speed.

DOCUMENTATION ●●●●
A good manual with all the options explained relatively simply.

ACCESSIBILITY ●●●●●
Fully configurable and very easy for anyone to get to grips with.

FEATURES ●●●●●
Just about all you could want and more. Expandable by adding new functions.

VALUE ●●●●
Very good value, although it does require one Megabyte of memory.

AMIGA Verdict FORMAT **89%**

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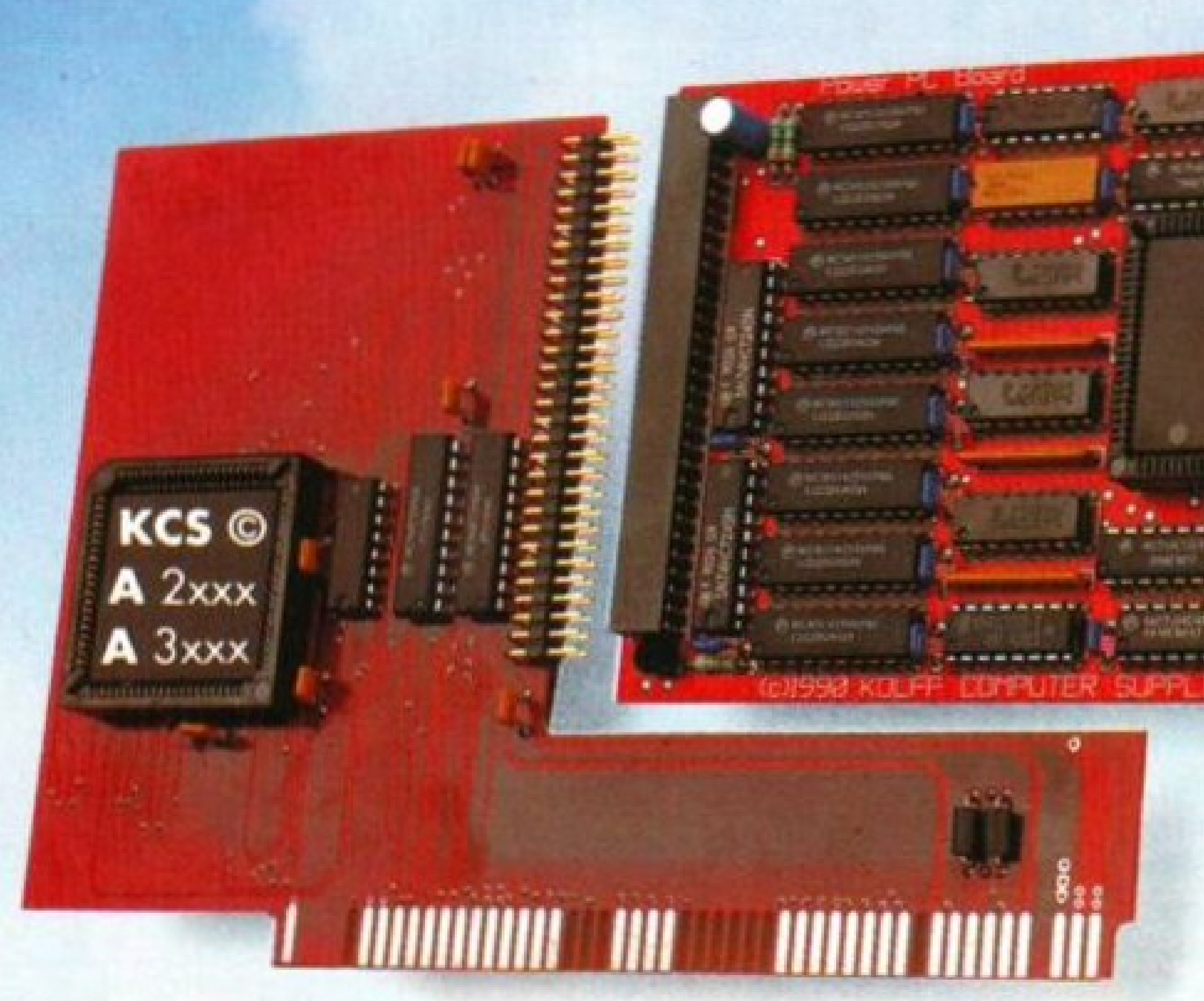
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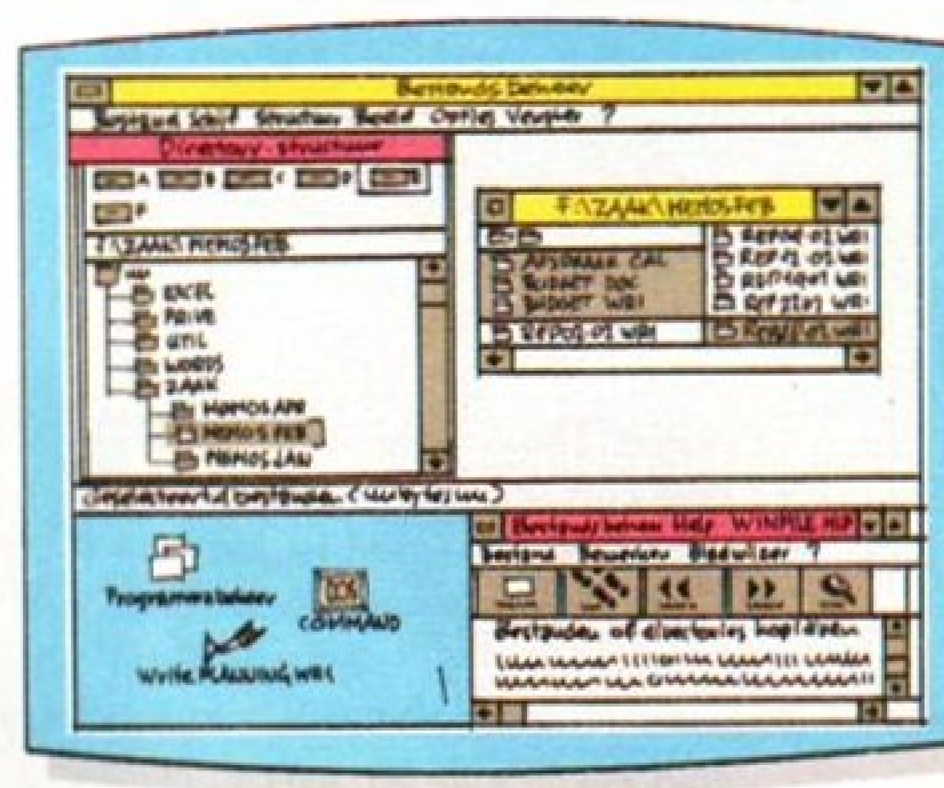


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And the kids will have Fun! Fun! Fun! until Daddy takes the software away. **Gary Lord** goes back to school with the latest of the popular educational software.



Holly, who is aged five-and-a-half is going through the levels of Fun School. One of the difficulties she had though, was with working the mouse: it's huge compared to her tiny wee hands.

Fun School 4

Under Fives

£24.99 ■ Europress

ALL ASPIRING PARENTS want their little Jonnie to do well: to grow up big, strong and clever. It's the mental exercise which is most difficult to provide, which is where Europress have hit the nail on the head with version 4 of their lively educational software.

The series is divided into three different age groups: pre-school, for the under fives; then primary school, which is split in two; five-to-sevens and seven-to-elevens. Each age group is associated with a different, identifiable, 'street-cred' character that the respective age groups can identify with. These characters have proved very successful throughout the series and it makes sense to use them: everyone remembers their favourite toy or character, whether it was Thomas the Tank Engine, an eagle-eyed Action Man or your good, old-fashioned teddy-bear...

Naturally Teddy appears once again in the *Fun School* series, as in the preceding versions. He is a bit more of a dude, though, than Roosevelt's Ted. Yes, this Ted wouldn't look out of place in an EMF video as he dons a baseball cap and a pair of statutory Reeboks.

The idea of the program is that the parent or teacher sits with the child on the first time through the learning games. Obviously with pre-school kids you're going to have to take some time to go through key commands and mouse proficiency, but there is a uniformity throughout the range, with the same keys (space-bar and the return key) being used in the majority of the games in each age range.

Our test child, Holly, aged five-and-a-half soon grasped the rudiments of the programs (and the necessity to change disks for the other half of the games) and was soon ploughing through them by herself. She enjoyed the more fun levels out of the six that are included on the two disks, especially the painting section, which is called *Teddy Paint.*

The plot goes that Ted has come in from the playground, but kind old Teacher Ted has let them spend the rest of the morning painting – oh, wasn't life so easy then? It's simple enough to use: the computer screen represents your easel and a blank piece of paper. When you press Help, it will display what shapes and colours the different keys will produce.

So all our young Holly did was find a shape, which you can use in the same way you might a paint brush with the help of the mouse. This section is great for kids to explore the computer keyboard – it's not as though they can make any mistakes, or get themselves covered in paint so they can just be left to use their imaginations and produce their own pictures. There are three different themed pictures that they can work towards – Beach, Country and Playground – and they can produce their very own fields full of swings, roundabouts and psychedelic cows!



This is the Fun Train section where children have to match pictures and words. The train isn't quite as intelligent as Ivor though.



Find the missing number and Teds will roll over and fall asleep, and not out of bed.

The other fun level is *Karaoke,* which Holly enjoyed, but she found it went too quickly for her to sing along with the eight nursery rhymes. A second level allows you to tap the rhythm at your own speed and is good for teaching about rhyme and listening to a beat.

The other four games are standard stuff. Each is divided into three or four difficulty levels, depending on how advanced a child is with reading and 'rithmetic.

The *Addition* section is set in the classroom and uses familiar pictures and numbers to help the child count up to nine. If he or she is successful in answering a question, a single Teddy per answer can leave the room.

The *Fun Train* section makes kids match words with pictures: hat, king, fish, boat and axe(!) are just some examples. If you get all the questions right you are rewarded with a nice little animation of the 'chuff chuff' pulling away with a hearty toot. Each level in every *Fun School* section has these dinky little animations which encourage the kids to get the answers correct so that they can see what Teddy will do next.

Extending your kid's vocabulary is taken one stage further with *Teddy's House,* where they learn different parts of the house as well as being encouraged to think about colours

The final game for the under fives is yet another numbers game and finishes off the whole thing quite nicely by requiring the child to guess what the number of the missing bedtime story book is. With each correct answer a little ted rolls over and goes to sleep. "Time for bed! (Boing!)" – as a certain red and yellow spring used to say…

Fun School 4

SPEED ●●●
Disk changing can be a pain.

DOCUMENTATION ●●●●
Excellent read-through booklet.

ACCESSIBILITY ●●●●
Any child will get something out of the program.

FEATURES ●●●●●
A nice variety of different games.

VALUE ●●●●●
As good value as a decent soot-em-up.

AMIGA FORMAT Verdict **79%**



If you give Freddie enough money he can have his cake and eat it too. Just 10 pence? What a barg!

Primary Education in the comfort of your own home? **Gary Lord** gets ready for class, goes through some gruelling times tables and finds how much money he should be taking to the shops...

Fun School 4

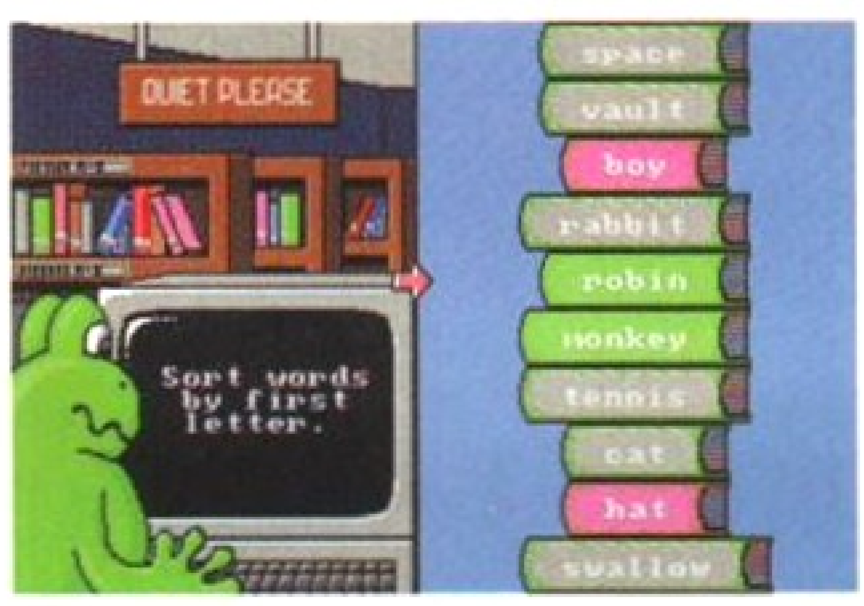
Five to sevens

Educational Software ■ £24.99 ■ EuroPress

FREDDIE THE FROG is your guide through Pondsville Park. Yes, the fun for kids in *Fun School* is enjoying the characters and reading through each program with mum or dad. The set-up is the same as the other two in the series: six games with various difficulty levels to get through.

Following Freddie through his antics will still need parental supervision, however computer-literate your kids are, because some games are taxing for average five-to-seven-year-olds. The program follows the National Curriculum, but it seems likely that only a gifted six- or seven-year-old could complete some of the tasks. And what a horrible feeling of failure when they can't complete what appears to them to be a fun game.

English, Maths and Information Technology (typing, basically) are core subjects covered. The *Basketball* game covers the alphabet and counting. Filling in the missing letter from the alphabet is what's required. A colleague who was peering over my shoulder didn't immediately get it because the alphabet was in *reverse* order and with a couple of letters missing in the sequence. Putting the difficulty flaw aside, though, the program does flow along nicely, and is packaged very well. It comes with a glossy booklet divided into two sections. The first is the story, the second is the parent-teacher guide which gives a breakdown of what each game is trying to achieve: for example, when Freddie is building the Log Cabin, the aim is to teach addition and subtraction up to 20, then 30, and the 2-to-12 times tables.



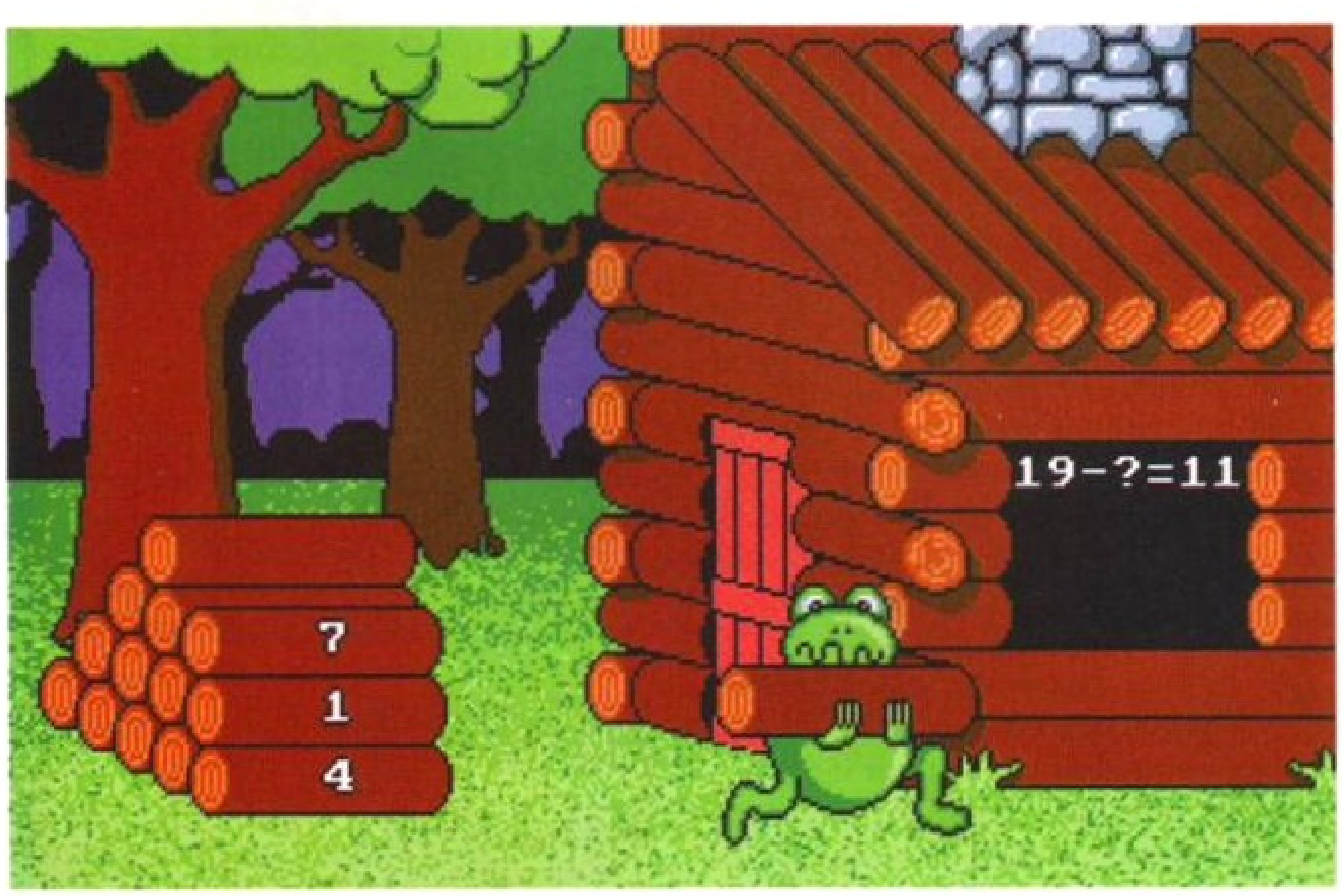
The *Library* game gets harder by degree: it starts off with filing books by letter, but goes on to sort by book name and author. Ssshh, quiet please!

The Information Technology section is important in a computer package The game here is *Typing* and it aims to encourage a child to understand the basics of a word processor. The aim of the game is to stop Freddie being harassed by a crocodile: by touching the appropriate keys on the keyboard you help Freddie hop away to the safety of the pond, but you've got to be quick, which encourages kids to learn where the letters are.

The other games are nicely done, with Freddie whizzing off on his credibility skateboard if you get the answers right in *Shopkeeper*. Kids have to work out if you buy some beefburgers for £1.72, and you pay with £2, how much change you get. The problem is, though, the kid not only has to do some hefty subtraction, but understand coinage as well: that there are 100 pence in a pound.

Opposites teaches that right is opposite to left, near to far, success to failure, truth to lies and so on (heavy stuff) and has some groovy frog-hopping animation. And finally *Library* sets the hapless task of filing all the books away in alphabetical order: which must be as popular with kids as doing the washing-up, but Freddie makes it a bit more fun!

Fun School will not actually teach your kids. It is an excellent package for revision and encouraging the child to want to learn more, but don't expect it to work miracles. If you get a question wrong it won't sit and explain why it's wrong and how to go about getting the question right next time – artificial intelligence hasn't got this far yet!



The Log Cabin needs some finishing touches, and if you can help Freddie with his arithmetic it will make his job that bit easier...

Fun School 4: 5 to 7

SPEED	●●●
Not bad for two disks..	
DOCUMENTATION	●●●●
The sections are nicely divided and easy to use.	
ACCESSIBILITY	●●●
It won't take long to become familiar with.	
FEATURES	●●●●
Nice friendly characters and fun animation.	
VALUE	●●●●
Well worth keeping your kids quiet with.	

AMIGA FORMAT Verdict **79%**

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NEW!



Colour Option Extra - See Accessories

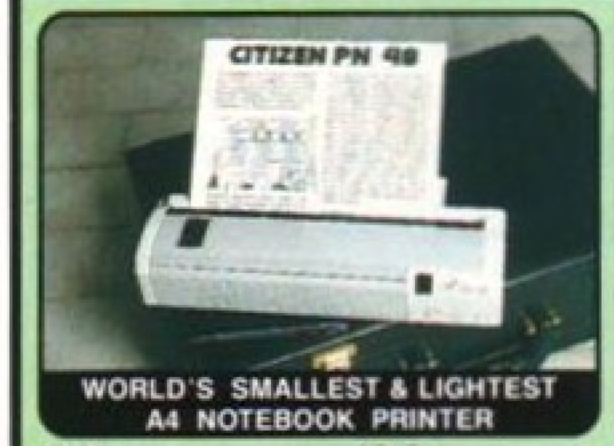
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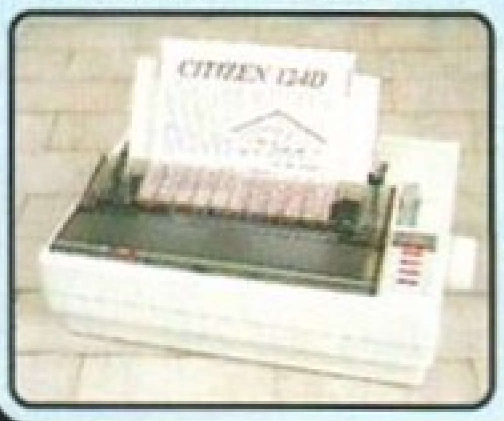
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Just in time for European union, your kids can learn the major Euro currencies and flags, as well as learning a bit about long multiplication along the way.

The top end of the Fun School range takes in a couple more core subjects from the National Curriculum. **Gary Lord** stretches his grey matter over some taxing History and Geography lessons.

Fun School 4

Seven to Elevens

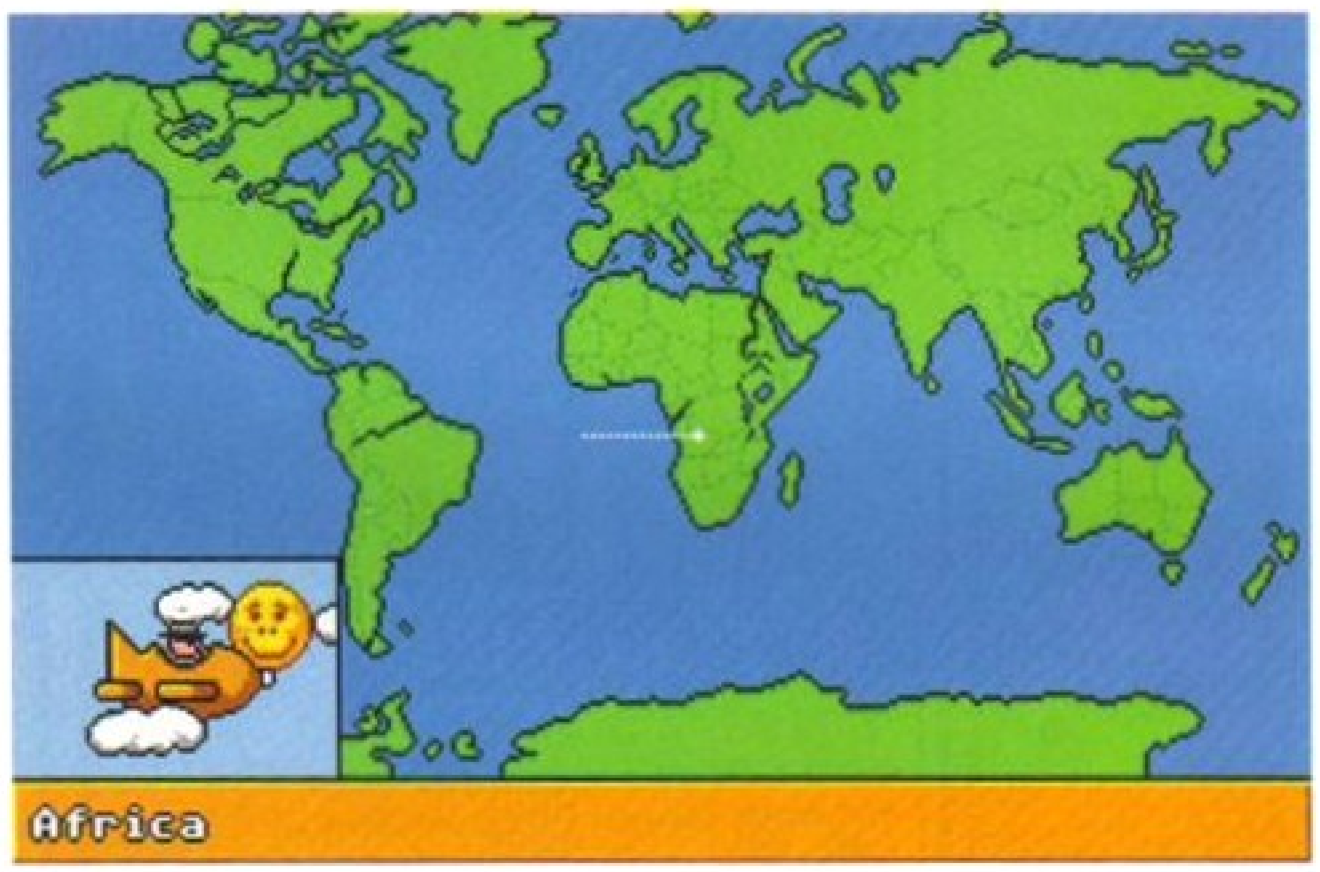
Educational Software ■ £24.99 ■ EuroPress

HERE IS THE first major change in the new *Fun School* series from the previous *Fun School 3*, because Europress have done a bit of market research and found out that Sammy the Spy, who is codenamed Agent Q, is far more popular than the poor rejected Robbie the Robot. But this has allowed for some excellent scenarios and animations involving Sammy as he spies his way round the world.

This section comes on just one disk, so there is no disk-swapping hassle, but it takes far longer to load each game when you hop in and out of each exercise. This is also the first time kids are introduced to Geography and History, about the age children in schools are going to be start learning about other countries and understanding about time and the past.

The mathematics section is the introductory section and is divided in to three different levels, based on Sammy who is chasing the double agent. In order to do this he must pass the proportions test set by the double agent, then he moves on to the laboratory where he has to collect a secret formula and find out the location of the final test. The maths tests are on proportions: for example there are 10 spies and Sammy has to work out how many of them have got moustaches. A selection of answers are given on screen and by using the cursor arrows its possible to swap the answers so that they are percentages, decimal values or fractions. If Sammy gets the answers correct then the double agent will pass him the secret message: the end-of-level animation.

The beauty of this section is the changeability of the answers: a child may find percentages easy, but have difficulty with decimal values, so they can interchange between the two and learn to become just as familiar with the second as the first.



In *Spy Travels* the world map is very small considering the precise locations you have to find in the later levels. Here Sammy is in his plane but when he's in a submarine you can only travel on the blue stuff (ie water).

The difficulty level again may well be quite taxing for some eleven-year-olds, but just because there are three tests does not mean every child who buys *Fun School* has to make it to the top levels of each section.

The other two maths levels are *Exchange Rates* and *Timetable*. The latter is excellent in helping a child understand time, and at the same time learn about addition and subtraction. This section is set in an airport departure lounge, and Sammy has to work out how long flights have been delayed for. Another important lesson for kids to learn about: sitting around in Gatwick wondering how much longer your flight is going to be delayed!

Exchange Rates may be a bit problematic because the figures kids will be dealing with are quite high, especially when you get involved with, for example, Italian Lire. Plus they will have to be able to recognise all the countries' currencies and flags.

EuroPress have had a bit of a challenge with the history and geography sections, because these aren't as easy to transfer to the computer as straightforward spelling and maths tests. *Spy Travels*, works well: Sammy has to find his way to various continents, oceans, countries, cities, seas and major cities. Children will find this section difficult: there are many seas and rivers which I had difficulty finding the location of, but the program can actually show children where places are. If you've got to direct Sammy to the Pacific Ocean and you've placed him in the Atlantic, a compass pops up pointing you in the right direction. The infuriating thing is you have to be very accurate, so if you've got to locate Paris you have to put the cursor exactly on it, and the world map you are given is very small: there were some debates in the office as to where *precisely* it is, so children will have problems but will learn from their mistakes.

History and general knowledge will be useful depending on what eras children have been studying. *Desert Dates* for example asks questions like "When was the first public dentist opened". The thing is history is more than dates. It's not necessarily important to know the precise date when the first dentistry was opened but why it was opened: the effect on public health and the state taking more responsibility for its population: but this is maybe a slightly tricky topic for something at the level of *Fun School* to take on board.

As a whole, the series is very consistent and could be used through the majority of the child's formative years. It is nicely animated, the sound can become decidedly irritating, but no more so than some of the top shoot-em-ups. It's important to remember that they will help reinforce what your children have already learnt, and would be an excellent replacement to boring homework assignments. Beware of some of the levels in each age group: they can get quite advanced and they may in some cases teach many parents a thing or two.

Fun School 4: 7 to 11

SPEED ●●●
The older section takes a long time accessing on one disk: the others have two disks.

DOCUMENTATION ●●●●
Nicely divided into two sections: the first covers the stories, then the teacher-pupil stuff.

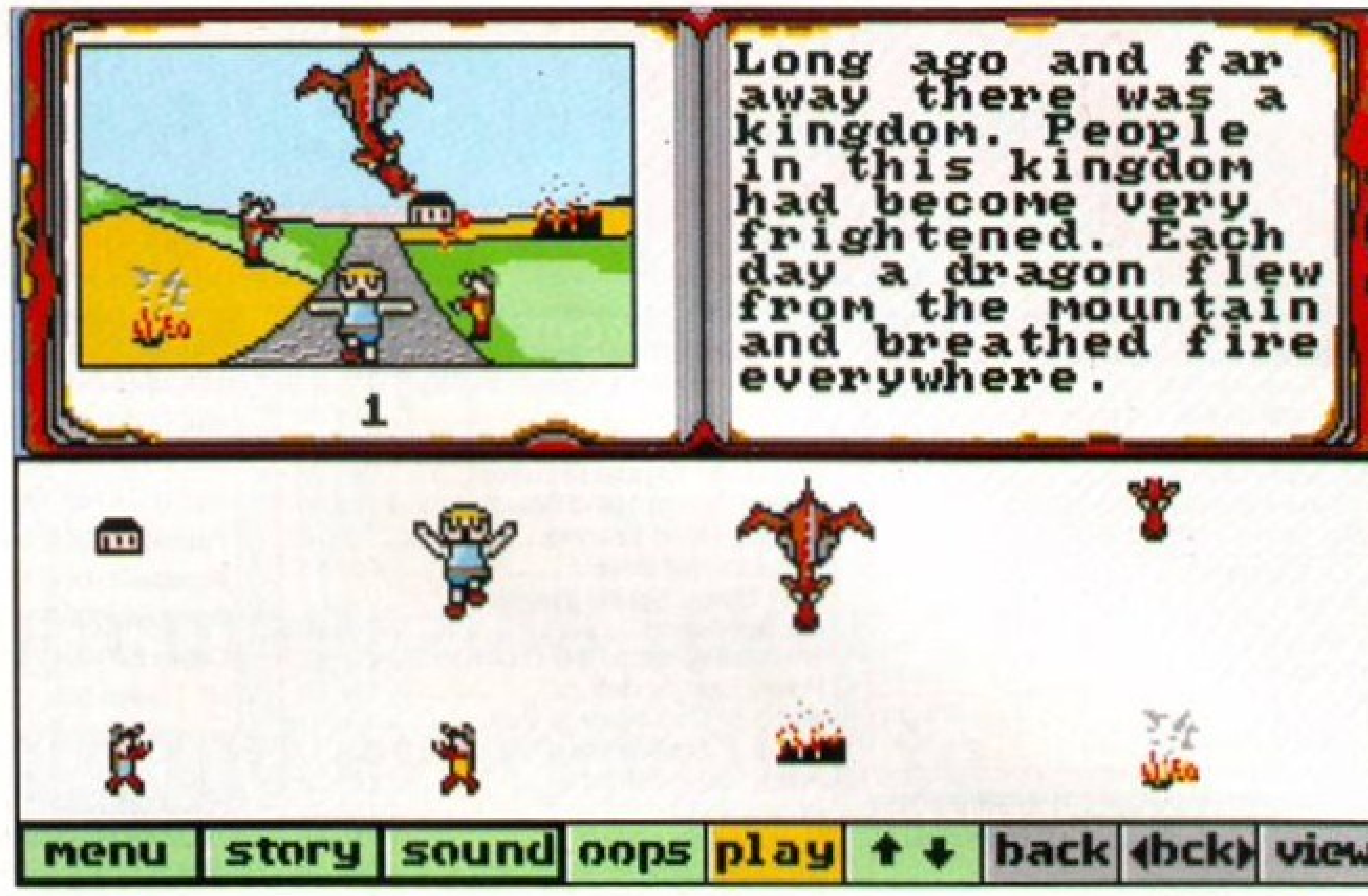
ACCESSIBILITY ●●●
Children will be able to be left by themselves once they're familiar with the set-up.

FEATURES ●●●●
Good animations, irritating sound, a nice updated character and story lines.

VALUE ●●●●
If you want to improve your kids' core subject understanding, you can't go far wrong.

AMIGA FORMAT Verdict **79%**

Helping children write their own stories is taken one step further with this kid's animation package. **Gary Lord** creates scripts and animates some stories that would easily rival the BBC's Mr Benn…



This is for our younger readers: they can pick where they want to pop a fire-breathing dragon, and help write the story and print it out to show their proud grandparents.

Magic Storybook

Education Software ■ £29.99 ■ Softstuff Software

THIS PROGRAM TAKES parenting and learning far beyond *Listen with Mother*, and is galaxies ahead of *Jackanory*. This storybook is, according to the authors (or should we say 'programmers') a very complex one.

Magic Storybook will help you get the most out of your Amiga, because at its most basic level it is a whole lot of fun: watching, and adding to, animated stories on your computer. But at its most difficult, it will probably stretch parents and children alike.

Its starting age is five. You start listening to the stories and watching the animations, and later adding sprites (people and objects) and noises to the stories. *Magic Storybook* also lets older kids add their own sprites, backgrounds, and even their own animations and story lines: serious creative writing.

Loading is a two-disk affair: the main disk and then the Books disk which contains five different stories (*Goldilocks, Robin to the Rescue, The Angry Dragon, The Selfish Giant* and finally *The Christmas Story*).

To help you is a very detailed 100-page booklet, which gives you a clue as to the depth of the program. Getting Started takes you through loading a story, step-by-step. And you will have to go through it with your child first, because there are so many different elements and mouse configurations which your average tot will not be able to work through.

The first tale, with the guide of the tutorial, is *The Angry Dragon*, and as when you click on the story the loading screen of the first page animates on the page: sprites run across the screen and cheers and roars blast out.

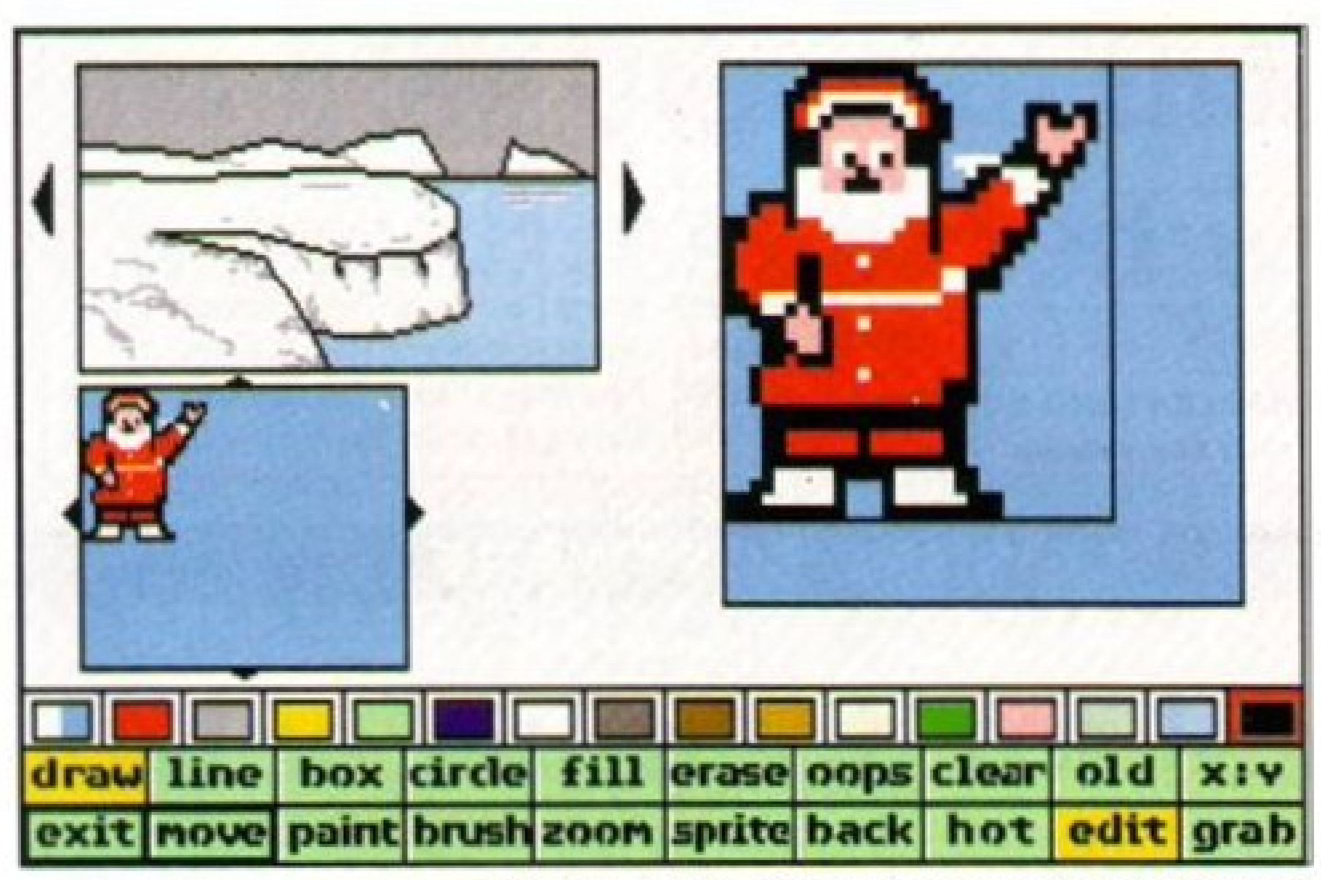
The screen is divided into three. The top third is the actual book where you will see the pictures and words. This resembles an open book with the other leaves of the book at the side: clicking on the next page with the mouse allows you to turn back and forth.

The next part of the screen is where you, the reader/animator, come in. The sprites, sounds and words to put in your story will appear as you build up each tale. It's up to your child to continue the animation/pictures of the story after your first token animation.

The final third of the screen is the Main Menu Screen ,which is the control area that lets you change between screens: whether you want to change the sounds, words or pictures, and allows you to access the Screen Editor

To start adding characters to your story you click the left mouse button for a selection of sprites. To get them in your animation you click a sprite and place it in the picture. If you click on 'oops' you can erase the characters that you don't want in your picture

Sprite priority checks that sprites that are highest in the picture are automatically moved furthest back and subsequently have the lowest priority – this adds real perspective to the animations, giving them a professional look.



This is the Screen Editor, which is only accessible for the over eights. Here you can add your own little touches to the backgrounds and sprites. Mouse commands can get confusing here.

There are nice little touches too: the mouse pointer is a green pencil when picking your sprites, but changes to a magic wand when using the menu. The magic part is when you play the animation, and the sprites come alive: dragons breath fire, clouds drift across the sky and giants stomp along.

It doesn't follow a specific educational structure, but allows children to be creative. At a basic level it helps teach sentence structure: presenting words to make up the story. These are colour-coded and help explain how a sentence goes together: verbs – doing words – are in red, nouns are in blue, describing words are in green and the rest are in grey.

Once your children have grasped adding sprites, sounds and words to animations, and wants to do more, they can have a go at adding their own sprites and backgrounds. This is aimed at eight-year-olds upwards and resembles an early paint package: the next stage on from here would probably be *DPaint*.

The Editing screen has three elements: the palette, 16 different colours; the menu strip, where you pick your tools depending on the shape you want to make: circles, lines and a variety of sprites. Plus three main windows: Background is the current scene being animated; Sketchpad is the place to experiment with your own drawings; and the Scroll window is used to scroll sprites during editing.

The Editor is very complex and will take up a parent's time to become familiar with, so that you can help your child design its own stories. Children will need a real interest to get up to this level, which will take some time to become acquainted with. By the time they are capable of being left alone to add to current stories they might find it somewhat limiting with stories like Goldilocks, but they can then create their own material.

Plenty of thought has gone into *Magic Storybook*, but the Screen Editor is not very user-friendly and is too confusing for young children. But if you and your kids are prepared to persevere, plenty of fun can be had: if not you still get excellent value and younger kids will love playing and animating.

Magic Storybook

SPEED ●●●
Loading time is slow but no more so than most Amiga programs.

DOCUMENTATION ●●●●
Very in-depth, but by golly it needs to be because of some confusing commands.

ACCESSIBILITY ●●●
Younger children with parental guidance will find it easy: but the Editor is somewhat complex.

FEATURES ●●●●●
Enough to keep a child going right through to its primary years.

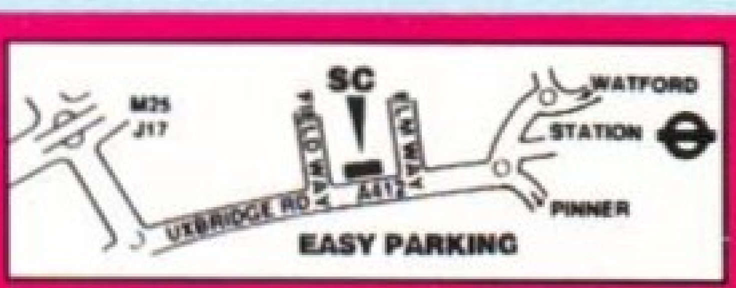
VALUE ●●●●●
Good value for the basic stories, but if they ever update lets hope the Editor is simpler..

Amiga Format Verdict **81%**

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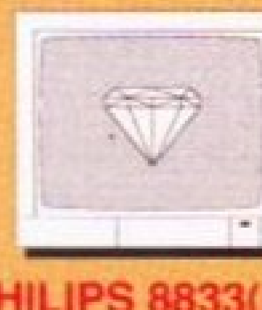
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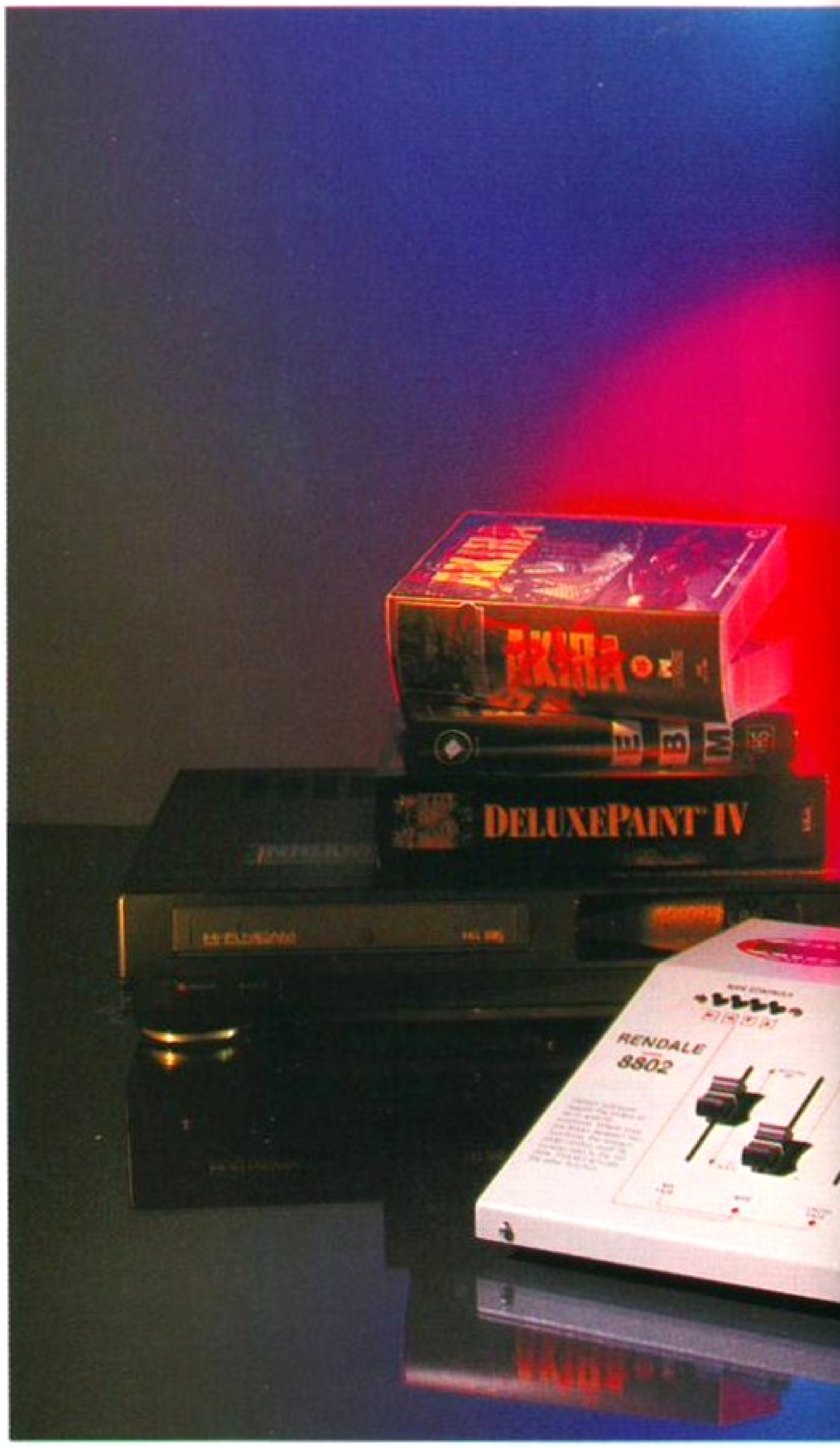
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There are a multitude of genlocks arriving on the Amiga scene. But which one do you need? **Gary Whiteley** has rated and reviewed a broad selection that will satisfy both the hobbyist, who just wants to add scrolly credits to their sister's wedding video, or the hearty professional who wants to get down to some serious animation and graphics on the latest corporate promo.



The Gen on Genlocks

A MISCONCEPTION about genlocks is they are merely devices for overlaying, or as it is termed in video-speak, 'Keying', graphics on to video by replacing a specific colour, usually the 'background' with the video signal. This is not really true. In the video world a genlock is used for synchronising one video source (a camera, VCR, video disc or another computer) to another so that mixing, editing or other effects can be achieved.

Amiga genlocks are produced with the idea of adding graphics (captions, titles, animations etc) to video signals, though many now offer additional facilities such as colour splitting, video processing and effects. These extras are not necessary for genlocking but might well be useful where extra creativity is concerned.

With new video formats like S-VHS and Video8, and increasing popularity of broadcast systems such as M2 and Betacam, the range of genlocks has widened to encompass the higher-quality component signals (Y/C, YUV and RGB) as well as the traditional composite (CVBS) ones, while prices have fallen as quality and features have increased.

How does a genlock lock then? In order to get one video signal keyed on to another it isn't enough to simply add them together. Levels need controlling, as do the times when the signals coincide. Timing is crucial to television – and I don't mean getting the news on at Ten - otherwise we wouldn't have the illusion that we perceive as moving pictures.

A UK television picture, called a 'frame', is made up of 625 horizontal lines of picture information. Each frame's subdivided into two 'fields' of 312.5 lines each, the first is composed of all 'odd' lines (1st, 3rd, 5th etc) and the 'other' of all the even ones, though numbering is regarded as being by field, rather than frame. So the lines in the 'odd' field are numbered one to 312.5 and the even 313 to 625. The fields are displayed in rapid succession – first odd, then even, with each display lasting only one 50th of a second – at this speed the brain perceives the two fields as being 'interlaced', resulting in one image. Since there are 25 of these frames a second, the illusion of movement is easily created.

If you were wondering why they are displayed 50 fields a second, it's because UK 240V electrical supply runs at 50Hz, making it the ideal master 'clock' for the system. Similarly, in America, where there is a 110V supply with a 60Hz frequency the NTSC (American TV standard) system runs at 60 fields (30 frames) a second. These timing differences are why American equipment and signals cannot be directly mixed with PAL (the UK standard) equipment.

It is important, with split-second timing, that additions to a video signal, must be timed to coincide with the lines and fields of that signal. Since the start of each line and field are identified by electronic markers (known as line sync and blanking respectively) you can use them like a clock to set the timing, instead of using the Amiga's own internal clock. A genlock's purpose is to slave the computer to video (by GENerating LOCK), so any graphics produced by the Amiga will be synchronised to the video signal arriving at the genlock.



A television picture is made up from two fields, normally they would not be displayed together like this but shown consecutively for one 50th of a second each (and at full-screen width). In the centre is how the resulting interlace is seen, giving the illusion of one coherent, whole image - the frame.

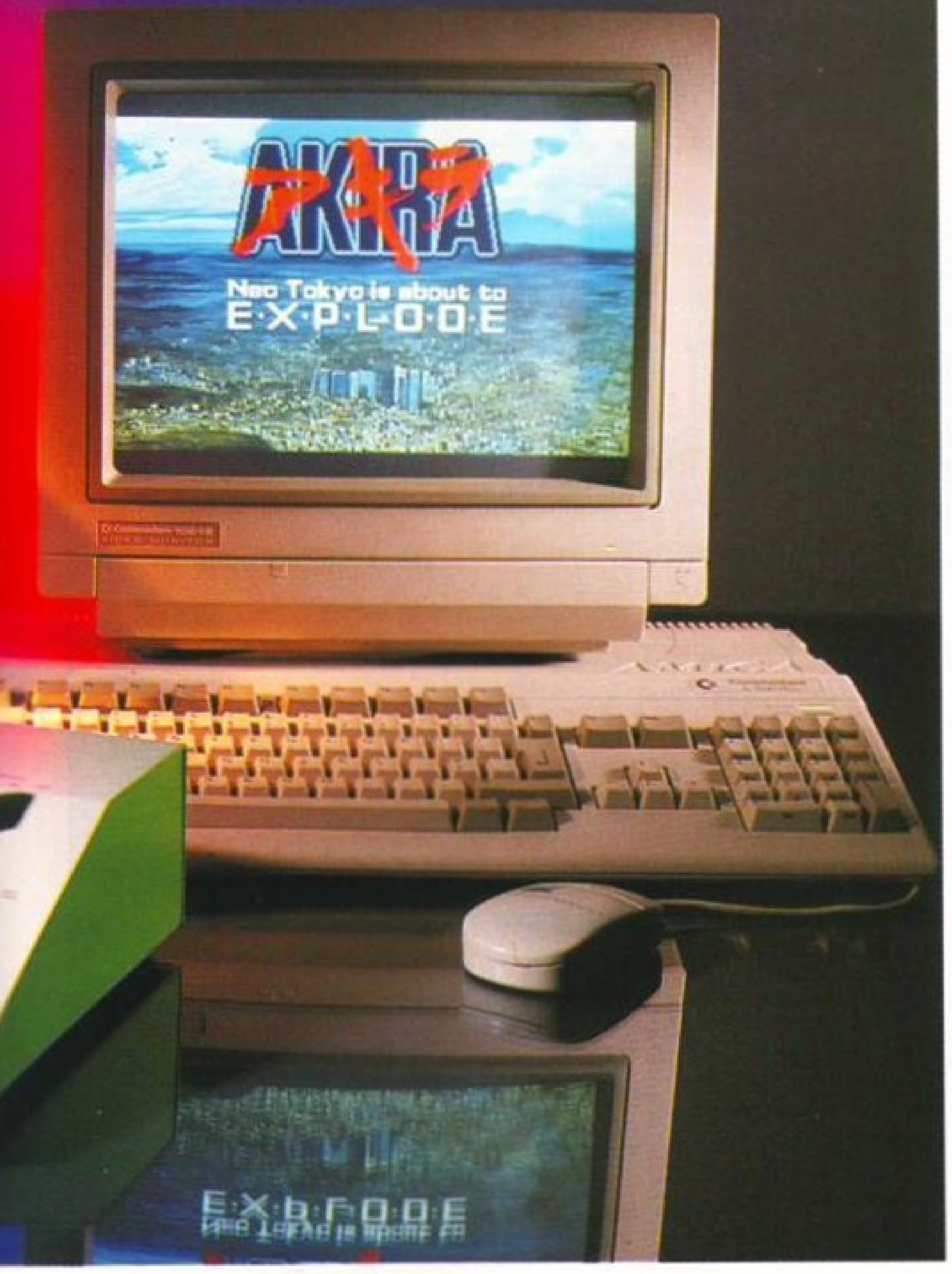
Thus line one of the Amiga signal will coincide with line one of the video signal, frame one with frame one and so on. And with both signals in sync effects such as overlaying, mixing and fading can be correctly made. The mixed image can then be output to a video recorder, for instance.

Now, all this is very well, but what happens when the video input is substandard? If, for example, a poor quality VHS tape is being played on an old VHS machine - and some of the sync information is lost. When the genlock receives poor information it cannot always lock the Amiga up, and instability can occur. No matter how good a genlock is, the quality of the incoming video signal is critical.

Always remember every time a video signal is processed (unless it's entirely digital) you're going to lose quality. Systems with lower bandwidths (ie less room for information on the tape) like VHS will inevitably lose more than higher bandwidths (such as Betacam) and composite signals will degrade faster than component ones like S-VHS or Hi8. Similarly, poorer quality (though not always cheaper) genlocks can spoil your signals. Because all genlocks are connected to the RGB monitor

Rendale Super 8802

Marcam Ltd £599.99 ■ Marcam ■ 0602 790466



RENDALE'S NEW GENLOCK is aimed at the semi-professional/professional market, going by the price and the S-VHS features. Surprisingly it arrives as two boxes! Along with a modified 8802 genlock you also get a larger, wedge-shaped box with knobs on. This is the mix/fade/wipe controller and it connects directly to the genlock unit via a length of cable. It wasn't long, though, before I was having problems. The integral RGB ribbon cable from the 8802 is *very* short, which causes problems getting it to sit safely on the desk - especially if you have a 1500 or 2000 and a standard size desk. And if you're thinking of getting a 3000 Tower you'll have to prop the 8802 up if you want to connect it.

The rest of the connections are straightforward. Connect a video input to the mixer unit (either S-VHS or PAL composite), then connect the video output, hook the RGB back out to the Amiga monitor, connect the genlock and plug in the power. Switch on your Amiga and you're ready to go. Note that while both S-VHS and composite inputs and outputs are available you can only have one input in use at a time (selected by using a slider switch) although both S-VHS and composite outputs can be used simultaneously.

The separate mixer/fader/wipe unit has a host of knobs and switches on-board. There are four different sliders that are marked (from left to right) Mix Fade, Wipe, Cross Fade and Input Fade. There are also four small push switches which are used to select the current wipe pattern. Lastly there is a rotary switch for selecting the key mode (Foreground mode 1, Background, Amiga Only, External Video or Foreground 2).

With such a wealth of controls come plenty of permutations which are achieved by a mixture of sliders and switches. There are 16 wipes available, all of the straight-edged, vertical or horizontal variety and the various combinations of switching each results in a different wipe being produced – ranging from plain up, down, left or right to corner boxes and finally square to centre when all four basic shapes are combined.

During fading the position of one slider may not only affect the outcome of another but give rise to combinations of Amiga/Video which could be either wipes, keys or key-wipes, Amiga-only or Video-only faded to or from black. And here's another small gripe - the good-looking crinkle finish of the case interferes with the sliders and makes smooth fading harder than necessary.

Well, what about the quality? OK, in general it's good, but it is disappointing to see ghostly-wipe edges (appearing as dark and light lines) when they really shouldn't be there. This apparently can be corrected, but the unit would have to go back and be disassembled to make the adjustments. There was also some digital break up on the edges of wipes left mid-screen. Otherwise, though, keying is good and all the controls are simple to use, once you have a grasp of their functions, though the selector switch has several positions which aren't marked, but still selects signal positions.

Overall I wish I felt better about this genlock than I do. Sure, it works pretty well, but why the two boxes? Presumably they are for upgrading existing 8802 owners. The connecting leads are so short that everything may as well all be in the same case – there certainly seems to be room! The build quality appears high and the documentation is generally good, though there is a lack of detail about all the functions of the control unit. Also the range of wipes will only have a limited use, especially without any positioning control. So I reckon there's room for improvement yet.

If you already have an 8802 genlock and wish to take the upgrade path to the Super 8802 you can do this for £420.00. You'll also have to return your 8802 to Marcam for modification.

Rendale Super 8802

QUALITY	●●●
Could be improved.	
DOCUMENTATION	●●●●
Skimpy on some details, otherwise good.	
ACCESSIBILITY	●●●
Awkward cabling.	
FEATURES	●●●●
Well equipped.	
VALUE	●●●
Comparatively overpriced.	

AMIGA FORMAT Verdict **69%**

port you may find sometimes you cannot use a 1084 monitor, for instance, as the RGB information is not returned through the genlock for subsequent reconnection to the monitor.

If that's the case you'll have to use a composite connection (the video output from your record VCR will do) and the image quality on your monitor will be reduced, making graphics creation more difficult. Degradation is a problem only overcome by using higher standard, wider bandwidth equipment or by the use of expensive video processing equipment.

Some genlocks use phono connectors for video (the type commonly found in hi-fi systems). These tend to be more difficult to use and are less effective than the usual BNC connectors used in most professional equipment. Phono culprits include MiniGEN, RocGen and PAL genlocks.

There are now genlocks available which run the whole range of tastes and pockets, but any genlock for the Amiga requires at least three basic things – namely connections for Amiga graphics in, video in and mixed video out. From simple beginnings there is ample scope to add all sorts of extras - software control, video effects, signal processing, RGB splitting for digitising, various input and output formats etc. And whilst many of these functions could be of great use in the right circumstances, you may not actually need any of them for the work you want to do.

All the genlocks reviewed here are external - they plug into the RGB monitor output of your Amiga and should work with any Amiga.

ABSOLUTE BEGINNERS

Genlocks are an integral part of what's called 'desktop video'. This threatens to do to video graphics, animation and titling what desktop publishing has done to the world of journalism and printing: taking it out of the hands of 'pros' and thus allowing the enthusiast to do a professional job, but with just the aid of a home computer at the comfort of their own desk.

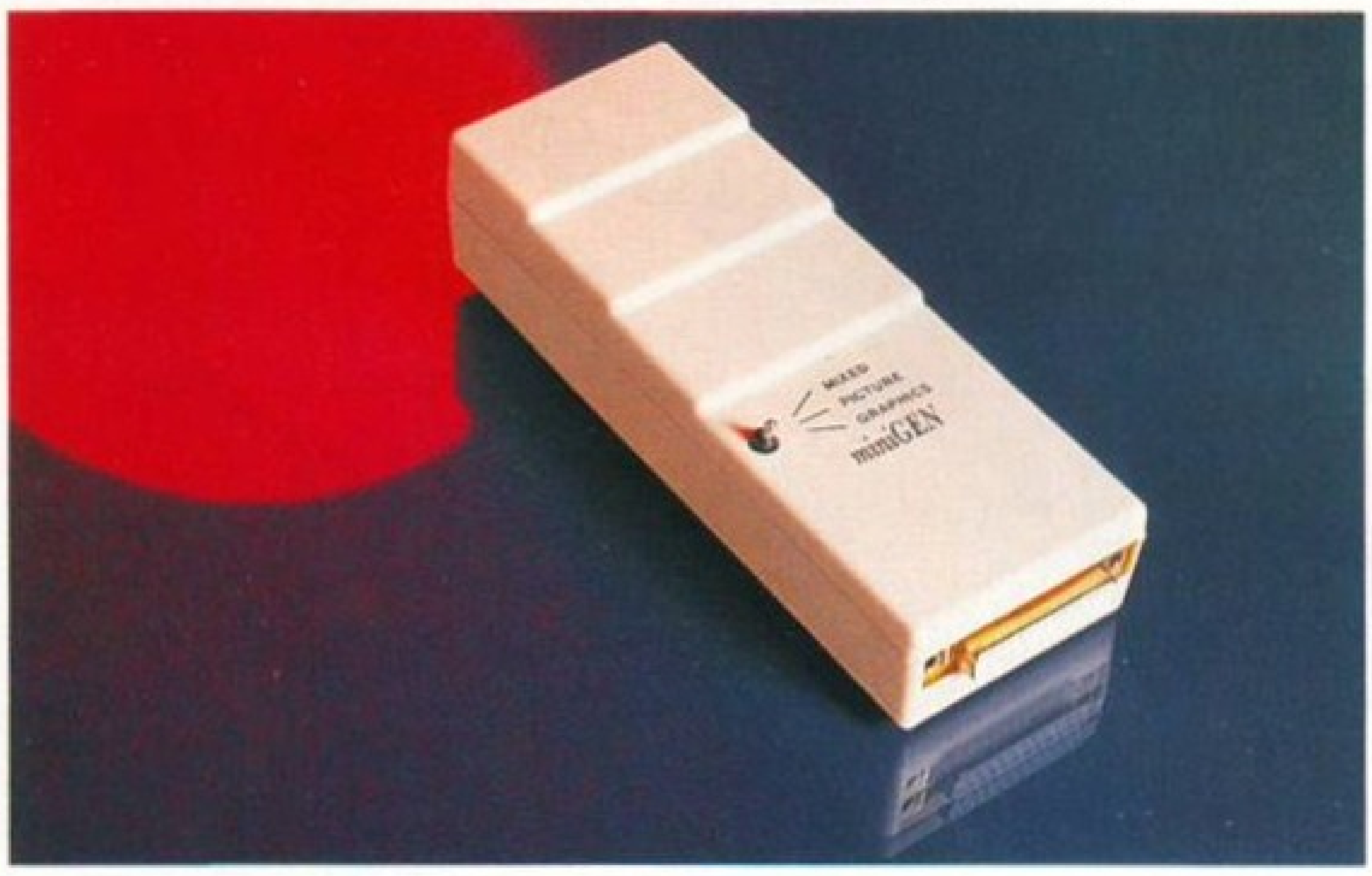
What a genlock does in simplistic terms is it takes the two signals: the one that's coming out of the Amiga (your video titles or graphics), and the signal of the VCR (the video you want to add them to) and mixes these two signals together, so that they are synchronised. A term that is often used is a 'video source' which is just a techie term for referring to the Amiga or a video tape or recorder.

MiniGEN

ASDL ■ £99.95 ■ 0724 280222

This a rather small device which looks strangely like a Commodore modulator and plugs into the RGB port in the same way. The MiniGEN has video in and out, no RGB pass through and a single three-way switch for selecting Amiga, Video or mixed signals, simply using Colour 0 as the Key Colour. One of the most basic designs of the current crop, the MiniGEN is obviously designed to be easy to use and, if you own an A500, it probably is. Others may experience some difficulty getting at the selector switch when the MiniGEN is plugged in behind a larger Amiga.

If you want to see what you're doing on your usual Amiga monitor then you will have to connect an output from your video recorder. For the price the quality is OK and as an entry level unit the MiniGEN may be worth considering.



MiniGEN

QUALITY ●●
Acceptable enough.

DOCUMENTATION ●●
Informative but somewhat lightweight.

ACCESSIBILITY ●●●●
Straightforward enough to get your head round.

FEATURES ●●●
Basic, but what do you expect for the price.

VALUE ●●●
Entry-level unit.

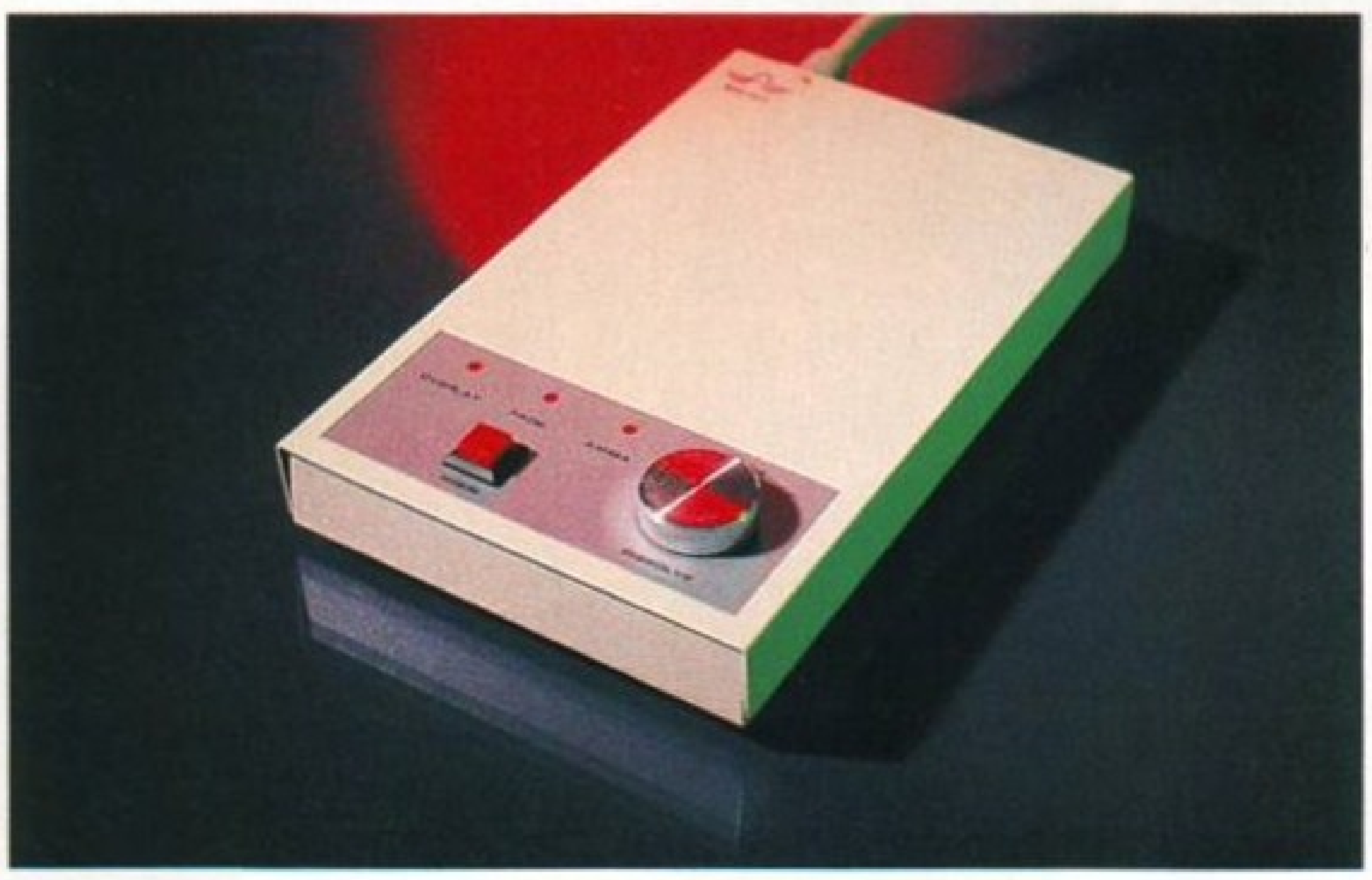
Amiga Format Verdict **65%**

Rocgen RG300C

RocTec ■ £119 ■ Silica 081-309 1111

This is slightly more up market than the MiniGEN, and offers more features and far easier connection, but still lacks the RGB pass through. Instead of being plugged straight into the Amiga's RGB port the Rocgen is connected by a sturdy cable that's a couple of feet long. In addition to the output selection switch the hardback novel-sized RG300C has a fader control which is used to either crossfade between Amiga graphics and video or to fade the keyed graphics up and down over video – depending of course on how the switch is set.

The result is that you can be more creative with the Rocgen than the MiniGEN, with fade and key levels at your command. At this price you will be surprised at the output quality of this genlock and, with a little practice, the fade control can be used smoothly to produce good results.



RocGen RG 300C

QUALITY ●●●●
Not at all bad.

DOCUMENTATION ●●●
The basic instructions that you need.

ACCESSIBILITY ●●●●
Simple enough to set up and control.

FEATURES ●●●
Unfortunately it lacks RGB pass through.

VALUE ●●●●
Good value for a budget genlock.

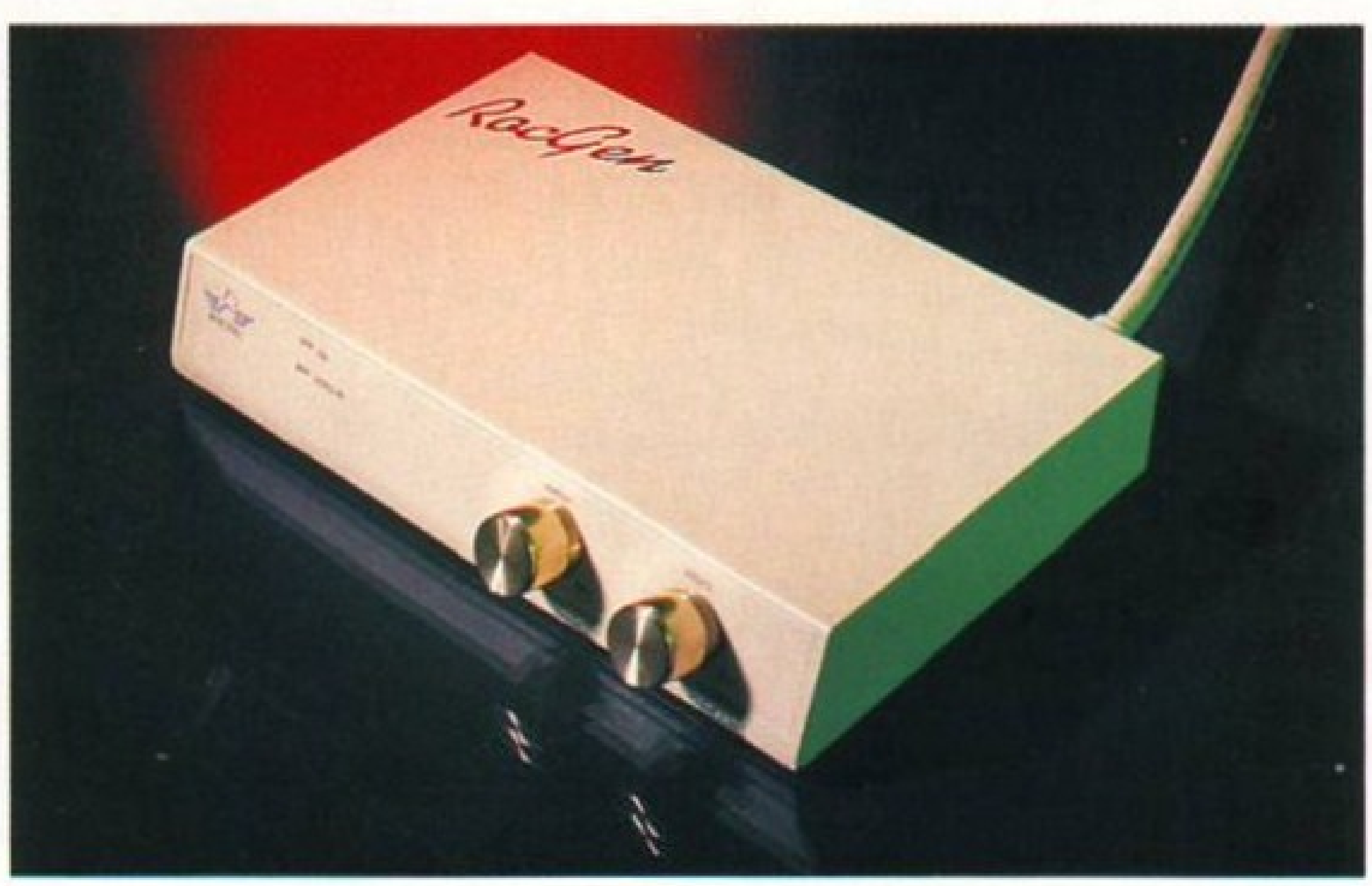
Amiga Format Verdict **72%**

Rocgen Plus

RocTec ■ £199.99 ■ Silica 081-3091111

Slightly larger than the original this new device has more connections and more controls. RGB pass through has been added (a definite plus), as well as a second rotary fader. The Input video can be looped out again, providing extra monitoring capabilities. There's also Key Video input and again there's a 12V DC input for external power.

I was initially disappointed, but after some internal adjustments I produced an acceptable output quality that was superior to the original. Controls are smooth, though possibly a little limiting as they are rotary knobs. As with the other original Rocgen, video input must be supplied at all time for the RG310CP to control the Amiga properly. No video input results in loss of interlace at higher resolutions and it is even possible that crashes and read/write errors could result.



RocGen Plus

QUALITY ●●●
There is definitely room for improvement.

DOCUMENTATION
Not available with review unit.

ACCESSIBILITY ●●●●
No problems setting up at all.

FEATURES ●●●●
Fine if it's for general use.

VALUE ●●●
The reduced quality reduces value.

Amiga Format Verdict **70%**

Rendale 8802

Marcam Ltd ■ £189 ■ Marcam (0602) 790466

Rendale 8802

QUALITY ●●●●
Good - a workhorse unit.

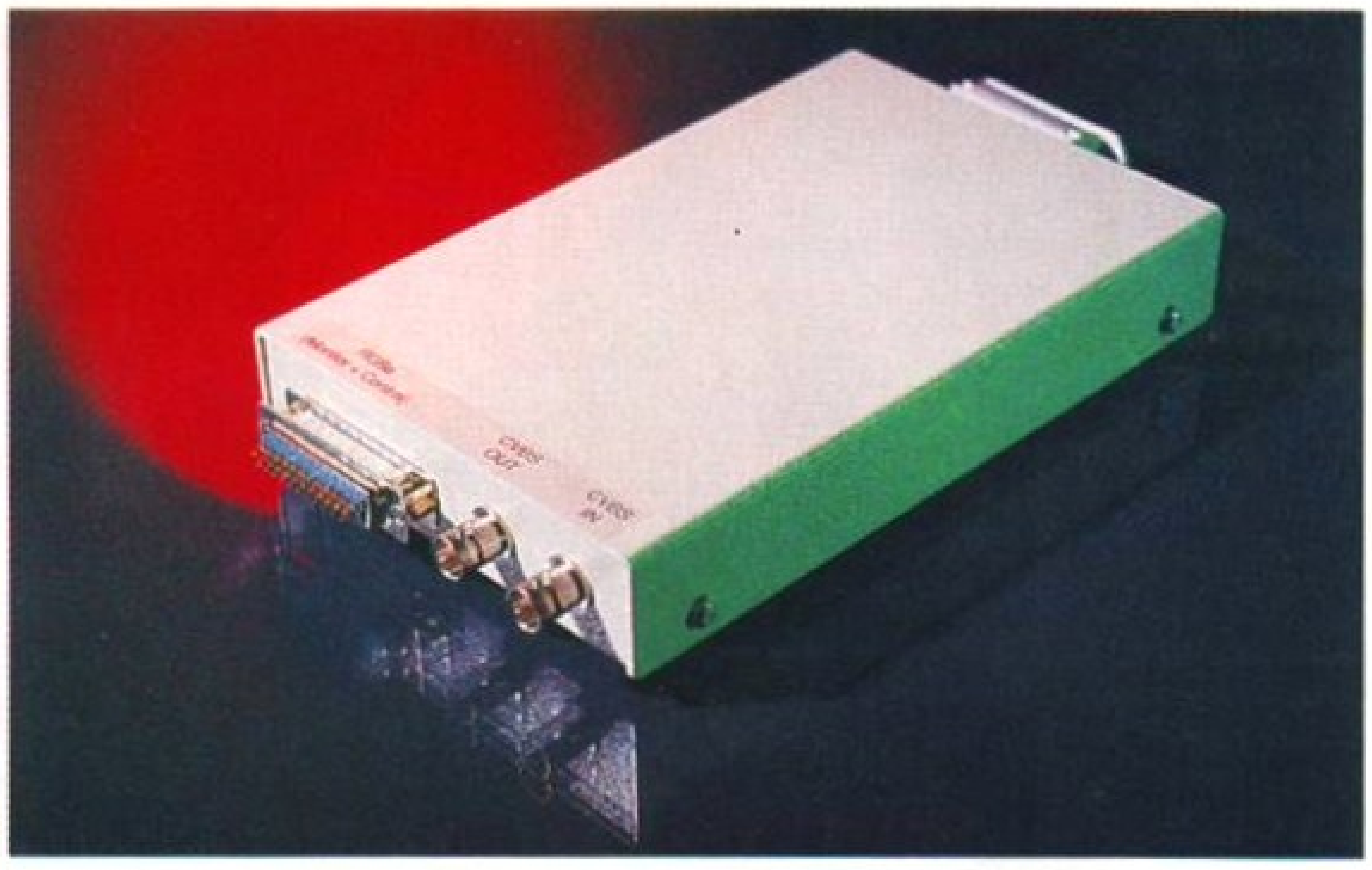
DOCUMENTATION ●●●●
Informative and very useful.

ACCESSIBILITY ●●●
Easy to set up but it has an awkward cable.

FEATURES ●●
Just a basic genlock really.

VALUE ●●●
Perhaps a little expensive nowadays.

AMIGA FORMAT Verdict **66%**



The 8802 has been around for a good while now and was one of the first quality genlocks to become widely available. It's connected by a short cable to the RGB port but it isn't always easy to accommodate where desk space is at a premium and often ends up suspended by string and rubber bands behind an Amiga 2000. But don't let this put you off, once it is installed you have no need for access because it has no manual controls.

While the standard 8802 simply uses colour 0 for keying there is an option to bring it under software control via the parallel port, permitting more advanced functions like inverse keying, graphics only and split outputs. Although it's been around for a some time, the 8802 is still a reliable and good quality genlock, which belies its 66 per cent verdict. Give it a good signal and it will return good, no frills, results.

Electronic Design PAL Genlock

Electronic Design ■ £350 ■ 0257 472887

ED PAL Genlock

QUALITY ●●●●
Good throughout all the features.

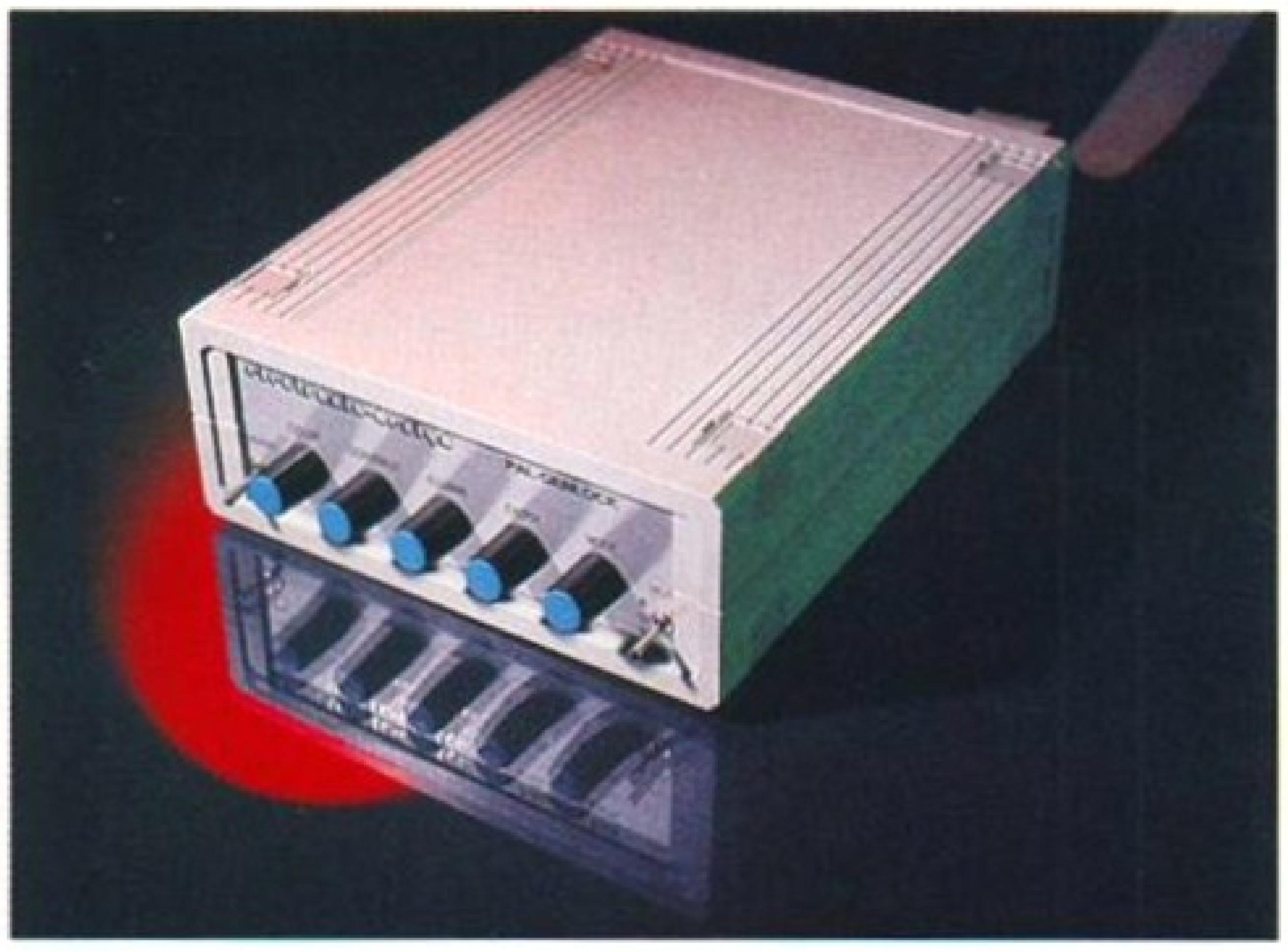
DOCUMENTATION ●●●●
Good, with clear hints and diagrams.

ACCESSIBILITY ●●●●
OK for all but it is the fattest fingered.

FEATURES ●●●●
It's big on useful features.

VALUE ●●●●
You get plenty for your pounds.

AMIGA FORMAT Verdict **85%**



This German offering gives colour processing (colour, contrast and brightness), RGB splitting for colour digitisers and inverse keying, along with controls for fading and superimposition levels. Much like the 8802, the PAL has RGB pass-through but at around twice its height this model sits solidly by the Amiga, connected by a flimsy integrated ribbon cable. It's possible to remove all the colour (ie make a black-and-white picture) using the processing controls. The effects faders set the graphics key level, crossfade between Amiga and video signals, or simply fade the video to black depending on how they are set in combination. The only problem here was yo couldn't fade the graphics out completely – an annoying ghost was always present. Otherwise quality was good.

A Y/C version's available which does all the PAL does, but has additional Y/C input/output for use with S-VHS or Video 8. The quality and price are higher.

G2 Videocentre VC3

G2 Systems ■ £1,700 ■ 0252 737151

G2 Vidoecentre

QUALITY ●●●●
Extremely good.

DOCUMENTATION ●●●
Slightly skimpy, but enough for the informed.

ACCESSIBILITY ●●●●
Easy, for those who understand these things.

FEATURES ●●●●
Most of the things you want at this level.

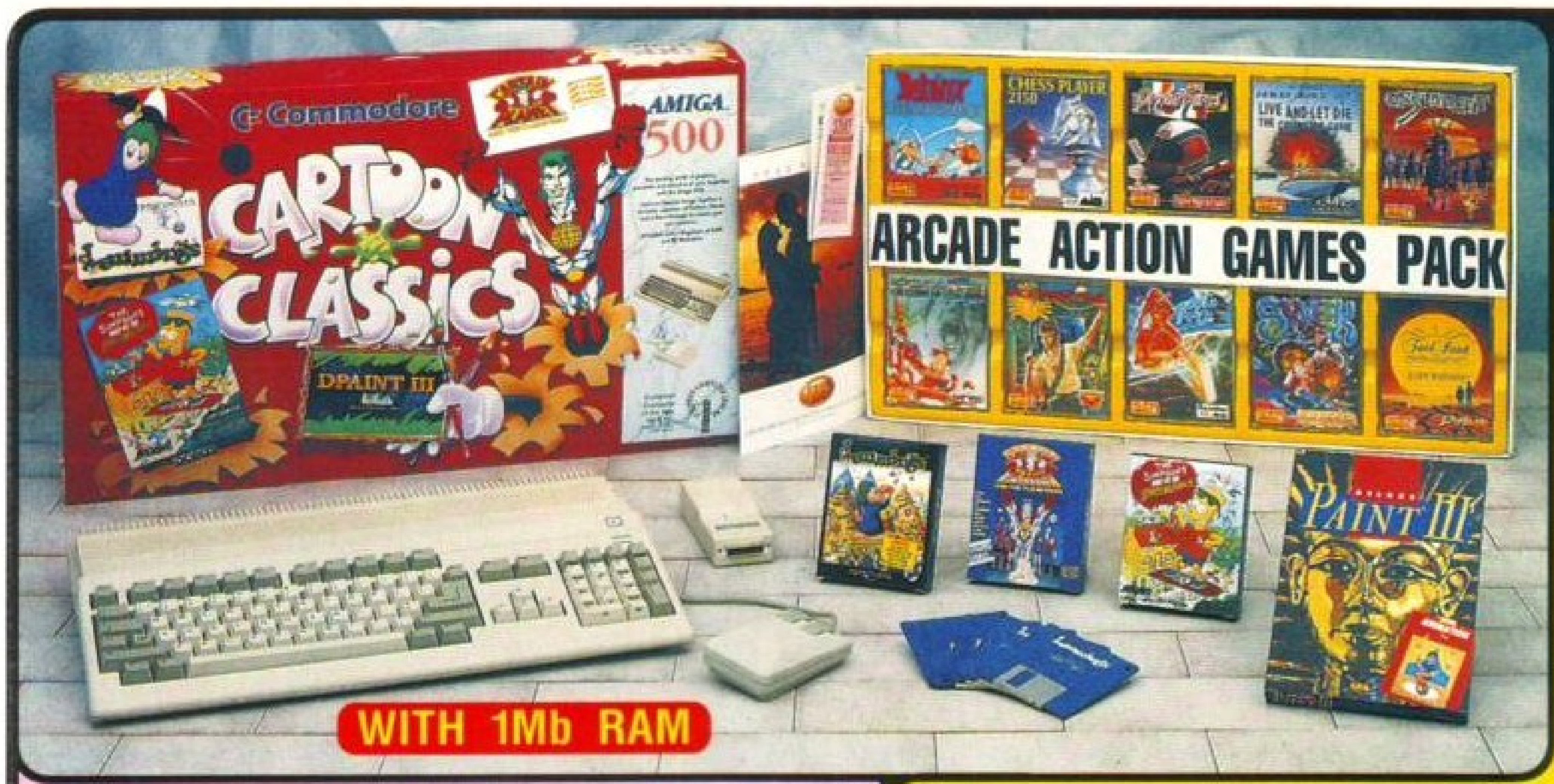
VALUE ●●●●
Broadcast quality, broadcast price.

AMIGA FORMAT Verdict **82%**



Amongst the league leaders, this is a genlock for the professional, designed to provide the solid output that is necessary to satisfy the stringent broadcast requirements. Since the majority of users of equipment of this standard will already have video mixers and effects generators there is little point in adding them just as some expensive extras, though the optional controller will provide fade and mixing levels.

The VC3 provides connections for all the major formats – Y/C, YUV, RGB and composite – as both inputs and outputs and is the only unit mentioned here which provides the adjustments necessary for truly professional applications – ie the Horizontal Phase and Sub Carrier settings necessary to completely align the genlock to the rest of the video system. All the required pro-connections are there, including Reference Video (which is commonly used in multi-VTR editing set-ups to ensure all equipment is synched to the same source). And as expected from professional equipment, the VC3 puts out a very high-quality image.



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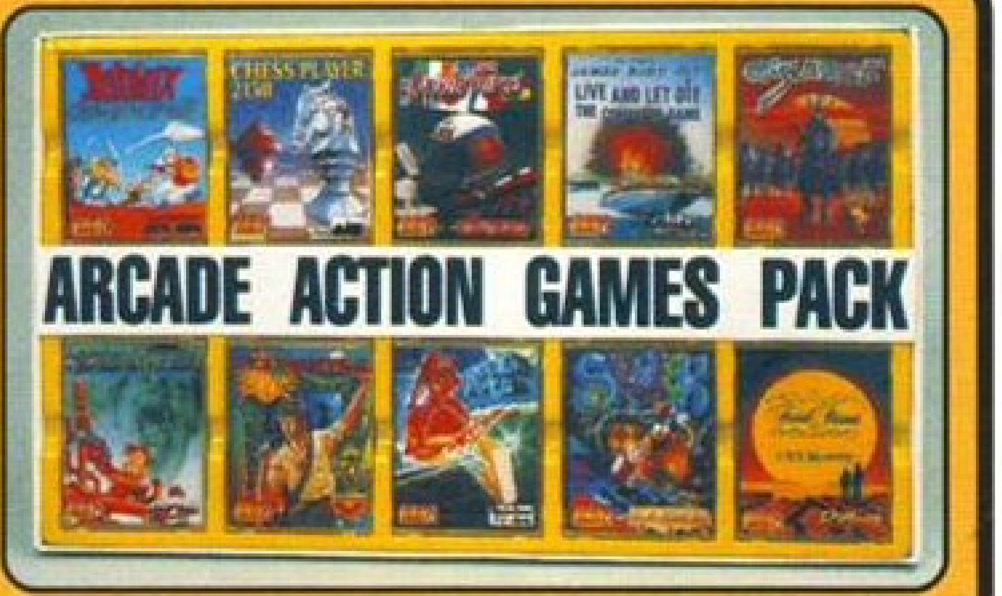


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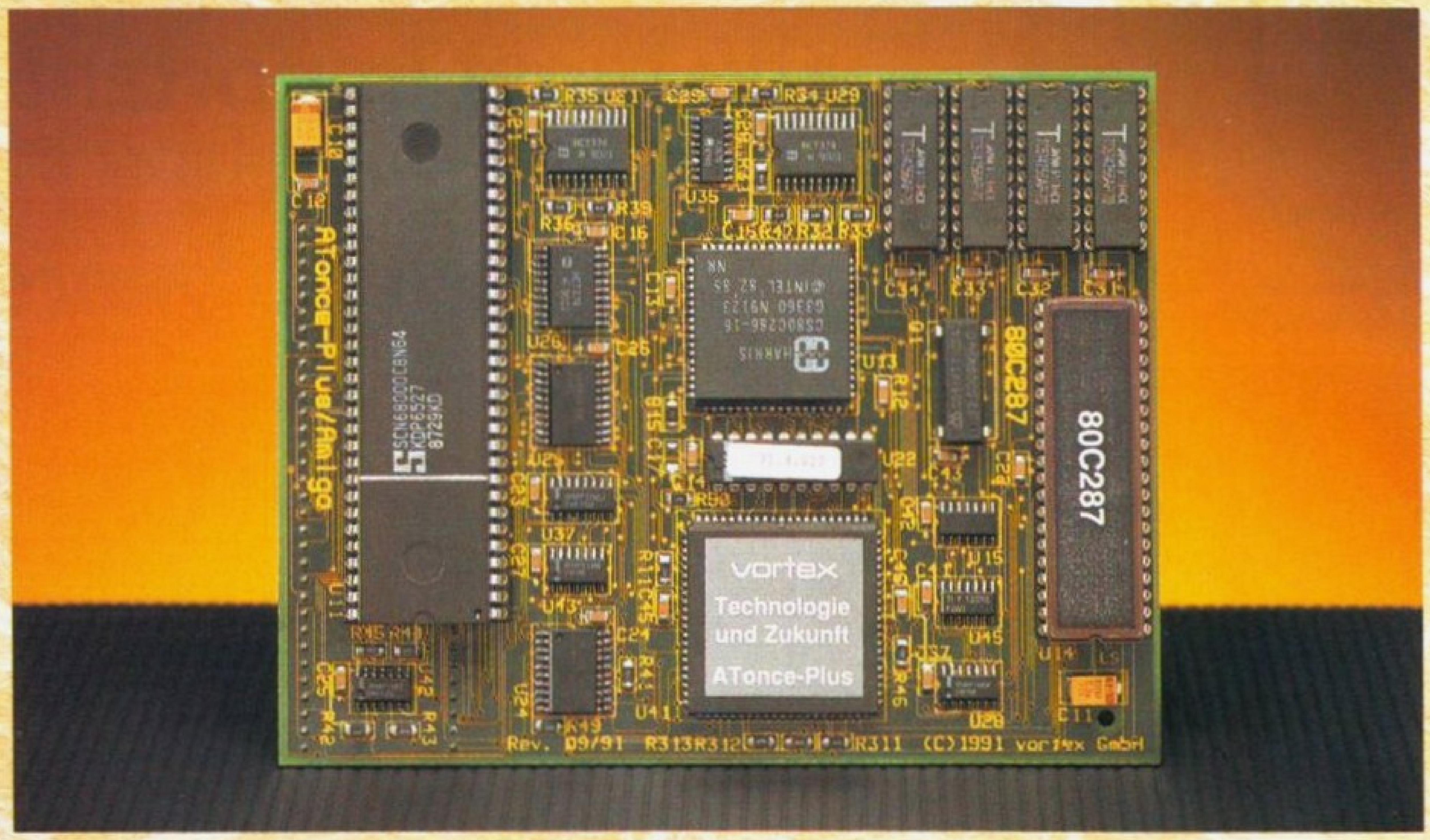
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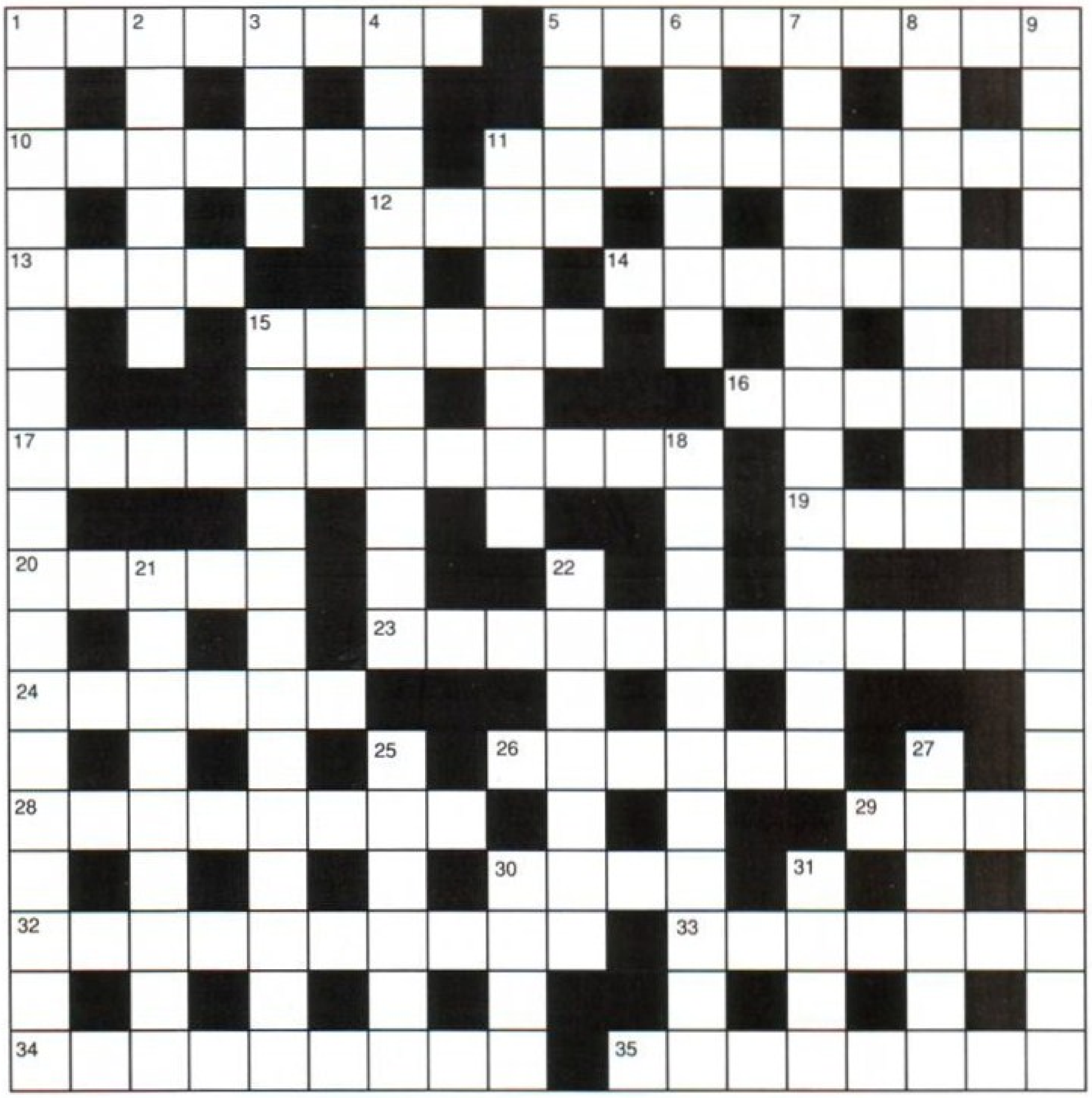
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E&OE

The great Amiga Format Prize Christmas Crossword

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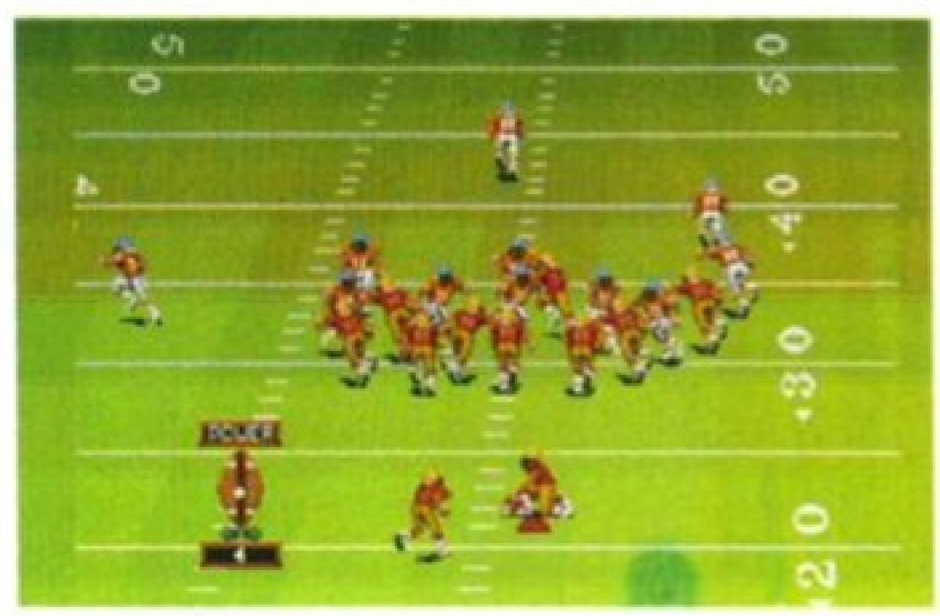
ACROSS

1. Hear the Bullfrogs insult your father (8).
5. Antipodean home of golfing Great White Shark (9).
10. Spoke clearly, but nine dot printed badly (7).
11. Poverty-stricken position won't help your drive (4, 6).
12. 'Ad it away on 'is slimy fish (4).
13. Natural hazard when playing with a wood? (4)
14. Kilobites in a strop are hanging around (8).
15. Face that faded to grey (6).
16. Vision defect causes golf-playing problems (3,3).
17. Good at chess, great at golf championship! (5, 7).
19. Picture in picture is hip with the crowd (5).
20. Of African origin (5).
23. Sufficiently hard? (6, 6).
24. Is that a snake in your stocking?! (6).
26. Clubbed over the head and defeated (6).
28. What carnivores eat (4, 4).
29. First name of golfer who started at 23 (4).
30. Hi or lo it's still advanced (4).
32. Dry death Ed? No, but certainly short of water (10).
33. O an ogre is wild, but it's not thyme (7).
34. Present shocks? (9).
35. Hired out again or on sale (8).

DOWN

1. Why Deluxe Paint IV is an artist of every style (8, 2, 3, 5).
2. Muscular man not shot on the green (6).
3. Yearn for distant shot (4).
4. Comprehends while beneath the bleachers (11).
5. The chap at t'Woolpack is good at making games (4).
6. Pet shot? (6).
7. Get your _____ first, before you are attacked (11, 2).
8. Tall people loads, snakes nil (9).
9. A large bird right now gets good score at hole two (2, 5, 2, 3, 6).
11. Desperate times when promises are made (7).
15. The one thing apart from the Amiga that nobody can programme properly (5, 8).
18. Two to halfway if you're on course (7, 4).
21. Thor's dad is head of the Family (9).
22. Respected as a god (7).
25. Wipes the screen (6).
27. Puts down again and passes the baton (6).
30. River on the course? (4)
31. Only a lake (4).





We thought it would be nice to give you something to keep you busy over Chrimble, and a crossword sprang to mind. Electronic Arts agreed to offer some prizes, so here we all are…

EA's strikingly enjoyable PGA Tour Golf came out as the top game of 1991 in our chart of the year (as well as being my favourite game – Ed) so the crossword has a bit of a golfing theme. You'll also find a few other familiar EA names in there, just to help you along with the clue-solving.

As for the prizes: well, what with PGA Tour Golf having had such a successful year, and with EA's John Madden's American Football promising great things for early next year, we thought a sporting theme would be nice. The winner will get a pair of tickets either to see the London Monarchs play at home, or to see next year's British Open golf championship. You'll also get all expenses paid on your fabulous day out.

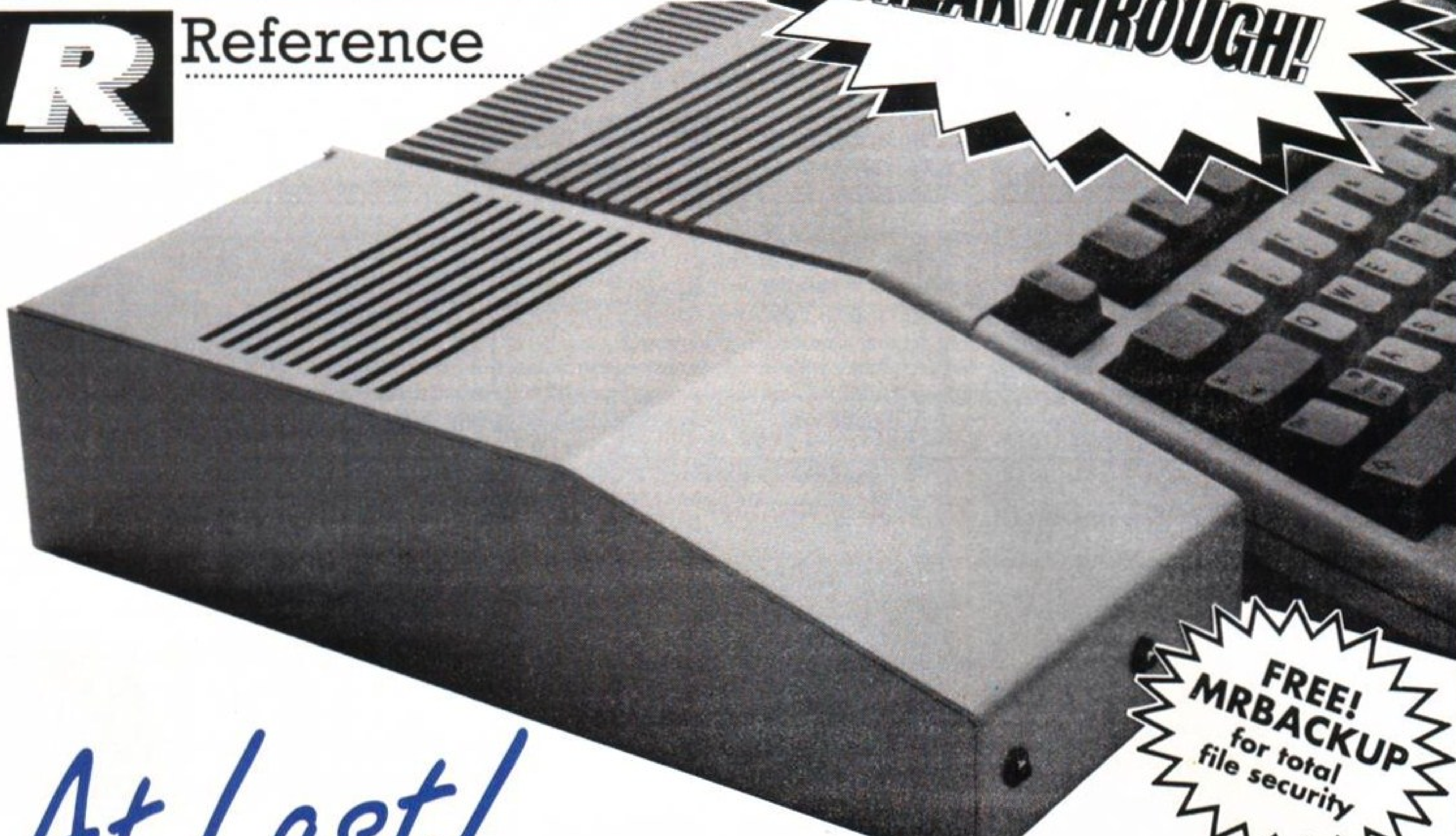
All you have to do to enter is fill in the answers on this page or on a photo-copy and send it along with your name, address and phone number on a piece of paper to Amiga Format Xmas Xword, 30 Monmouth Street, Bath BA1 2BW to arrive before January 20th. The first correct answer out of the bag wins the prize. Normal competition rules apply.


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Corporate Sales Dept. ● *IBM dealer*

PLEASE NOTE THE CHANGE OF ADDRESS OF OUR BIRMINGHAM SHOWROOM FROM 4th NOVEMBER

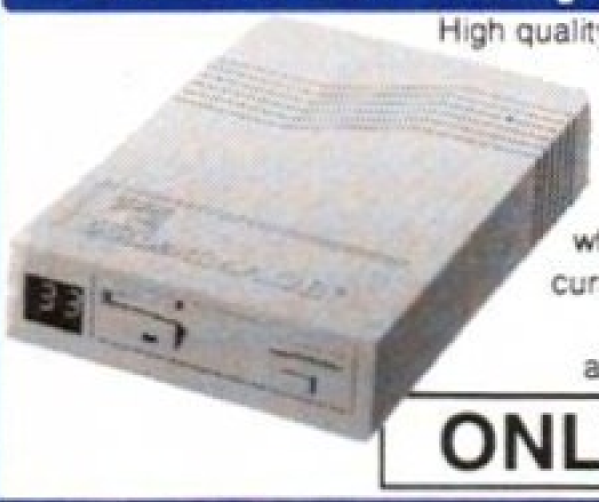
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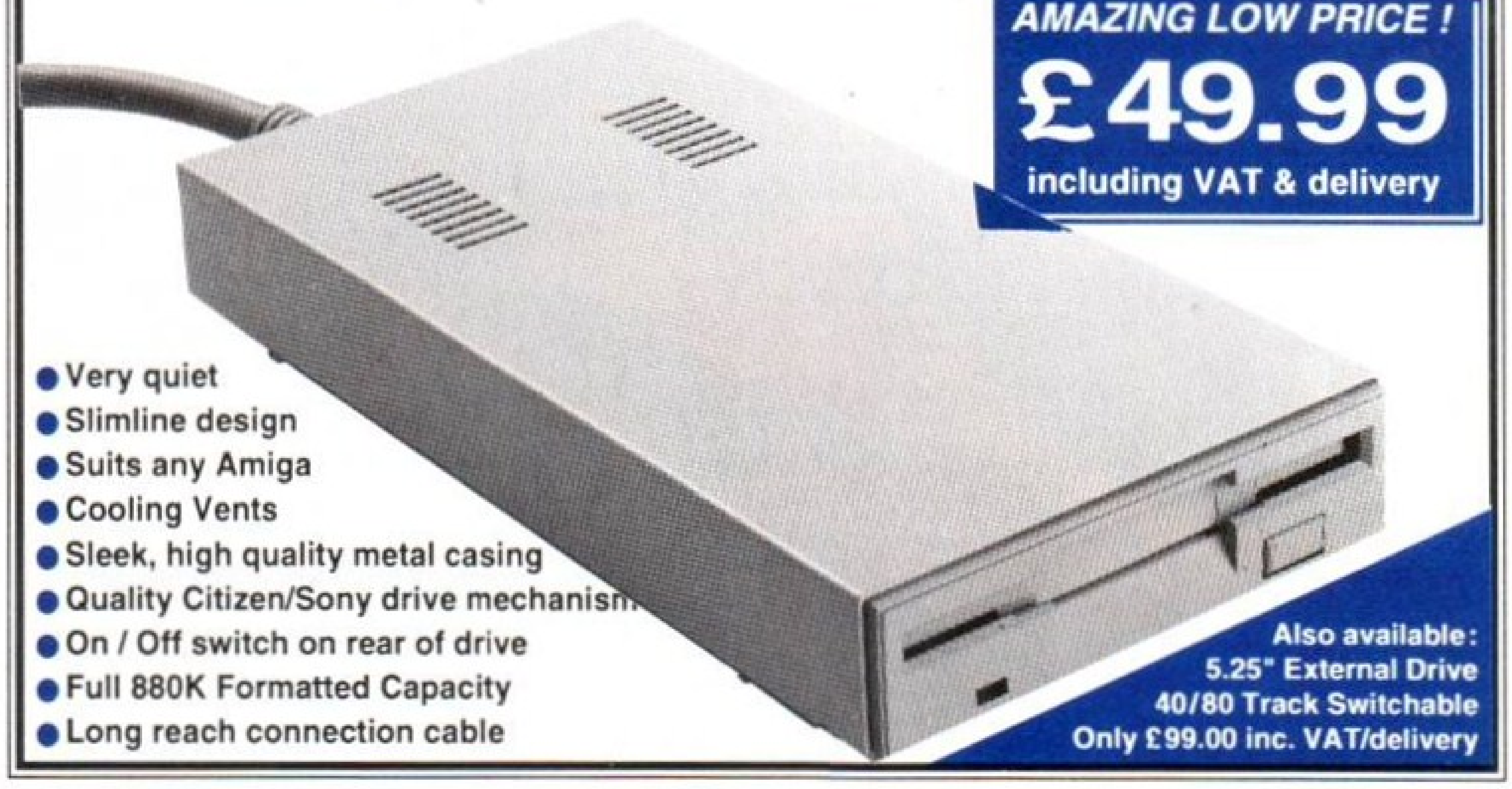
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High quality double-sided 3.5" floppy drive offering the full 880K formatted capacity per 3.5" disk. Features a special LED display which accurately shows the current track being accessed during any disk drive activity. *NEW LOW PRICE!*

ONLY £59.99

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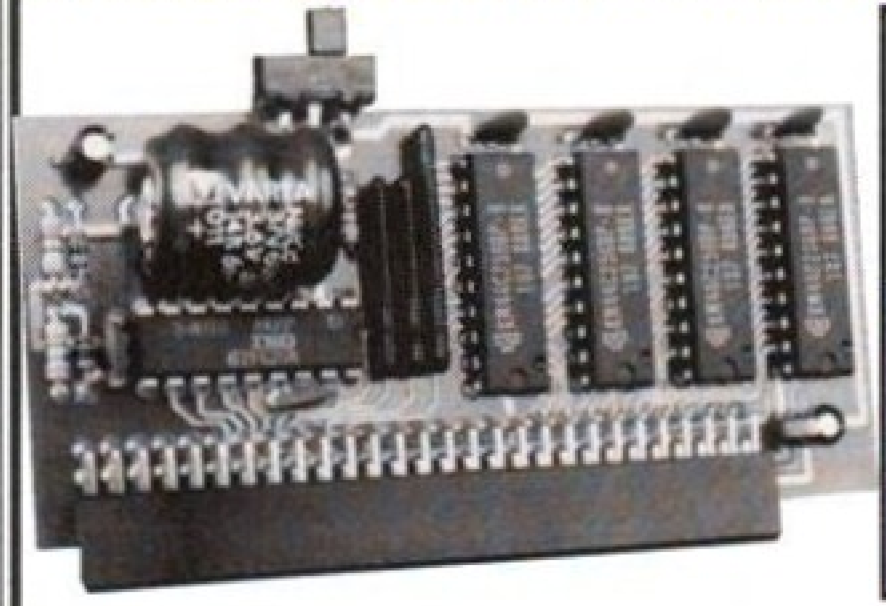


AMAZING LOW PRICE ! **£49.99** including VAT & delivery

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512K RAM/CLOCK EXPANSION FEATURES :
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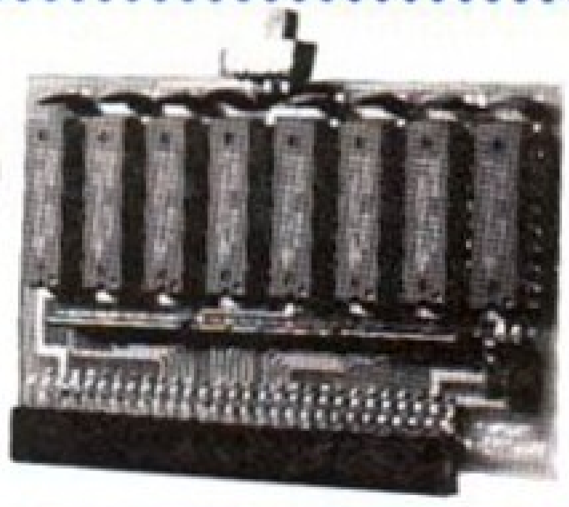
512K RAM EXPANSION ALSO AVAILABLE WITHOUT CLOCK **ONLY £23.99**

NEW • NEW • NEW • NEW • NEW

'A500 PLUS' 1MB RAM UPGRADE

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THE *FASTEST* AND MOST SIMPLE WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

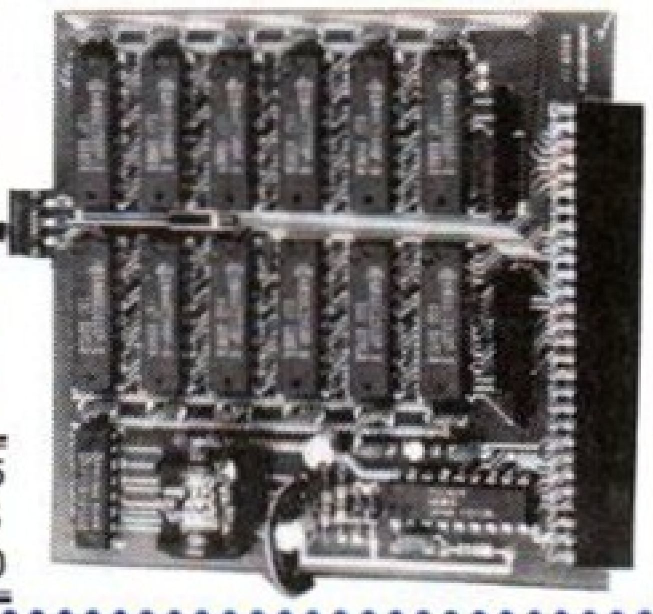


Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity in 'Amiga 500 Plus' to 2Mb 'ChipRAM' ☆ Convenient RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability

ONLY £49.99

A500 1.5MB RAM BOARD

UPGRADE TO 2MB FOR ONLY £79 !

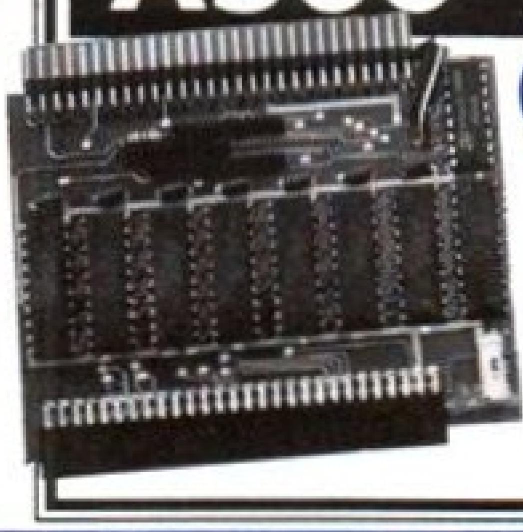


- ☆ Fully populated board increases total RAM in A500 to 2MB !
- ☆ Plugs into the trapdoor expansion, and connects to GARY chip
- ☆ Includes Auto-recharging Battery-backed Real-Time Clock
- ☆ Socketed RAM ICs on 512K/ 1Mb for fitting up to 1.5MB RAM

N.B.: The expansion requires Kickstart 1.3 to operate: Kickstart 1.3 upgrade available from us for £29.95

Unpopulated RAM board with clock.......................................£ 34.95
With 512K installed........£ 54.95 With 1Mb Installed........£ 69.95
RAM Board full populated with 1.5Mb FASTRAM installed...£ 79.00

A500 'MEGABOARD'



Connects to your 512K RAM upgrade to give 1.5MB

With our MEGABOARD, you can further expand your A500's memory to a total of 2Mb without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

ONLY £59.95

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

DURING NOVEMBER & DECEMBER, TELESALES LINES WILL BE OPEN 9AM - 7PM ● MONDAY-FRIDAY

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REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this specially designed, great new twin speaker system! Features reflex ported speaker design with 3 separate drivers in each unit, and incorporates a built-in amplifier with adjustable volume control. Runs from PSU (supplied) or from batteries (not included).
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GOLDEN IMAGE HANDY SCANNER & TOUCH-UP

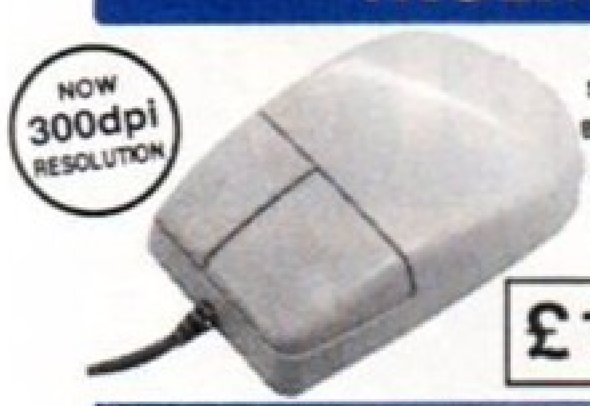


LIMITED OFFER!! INCLUDES FREE 'DELUXE PAINT 2'

Outstanding quality, excellent value for money - this package includes a 100-400dpi scanner with dither options, plus the amazingly powerful TOUCH-UP software package which drives the scanner directly. Scanner includes viewing window & backlight for accurate scans every time. Scan either line-art or grey images up to 400dpi. Many image enhancement & special effects available from within Touch-Up. A sensible investment for Desktop Publishing work.

ONLY £145.00

TRUEMOUSE



NOW 300dpi RESOLUTION

WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£16.99 *SATISFACTION GUARANTEED*

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!.. £ 29.00**

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SPECIAL OFFER!! INCLUDES 'HOME TITLER' SOFTWARE

YOU WILL HAVE TO PAY *AT LEAST* TWICE AS MUCH MONEY to obtain a similar level of quality, function and sophistication offered by our new GENLOCK adapter, compatible to all Amigas! Special features include the ability to record graphics & animations on video recorders and overlay graphic and text onto video. Capable of smooth and stable fading and overlaying effects with special tuning knob.

ONLY £99.99

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! NEW Version features dark glass screen for improved contrast, plus full range 3-way speaker sound output .

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II including cable .... £ 239.00

A590 ADD-ON HARD DRIVES

A590 OWNERS! Expand your hard disk storage further with one of our add-on, externally cased SCSI Hard Drives, with 25ms autoparking NEC mechanisms and separate power supply. Plugs into the socket provided on the rear of the A590 unit.

External 40Mb SCSI Drive cased with PSU to directly add-on to the Commodore A590 .... £ 299.00
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AMIGA 500+ SPECIAL OFFERS

A500+ CARTOON CLASSICS PACK

INCLUDES 3 BRILLIANT CHART-TOPPING GAMES !!!



TOP VALUE PACKAGE INCLUDES :
- NEW 'AMIGA 500 PLUS' with 1Mb RAM, 1Mb Drive, Kickstart 2, Workbench 2, TV Modulator, Mouse, etc.
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£369.99

AVAILABLE WITH 2ND 3.5" EXTERNAL DRIVE FOR A SPECIAL PRICE OF £419.99

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GAZZA limps to Evesham Micros in our brilliant value Classics Extra Pack!

TOTAL OF 22 MEGA GAMES ! Features Amiga 500+ *'Cartoon Classics'* Pack as detailed above, plus Virus Protector, Mouse Mat, Top Quality Joystick *plus* 19 FABULOUS GAMES including : -

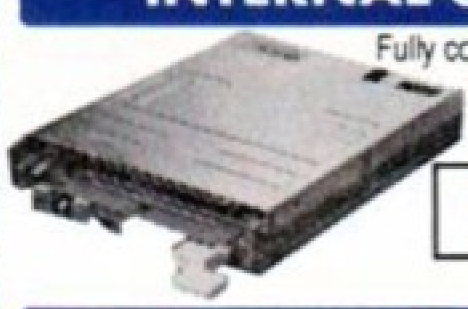
'GAZZA 2' 'UNDER PRESSURE' 'SUBBUTEO'
'Battle Squadron' 'NIGEL MANSELL' 'ASTERIX'
'Tracksuit Manager 90' 'Germ Crazy' 'High Steel' 'The Ball Game'
'20,000 Leagues Under The Sea' 'Diet Riot' 'Night Walk' 'Block Alanche'
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A590 512K RAM Upgrade .... £ 29.95
A590 1Mb RAM Upgrade .... £ 59.95
A590 2Mb RAM Upgrade .... £ 99.95
Amiga 1500 Starter Pack (1Mb RAM, 2 x 3.5", Colour Monitor, 'DPaint 3', 'Platinum Works', 'Home Accounts', 3 x Games, etc) .... £ 979.00

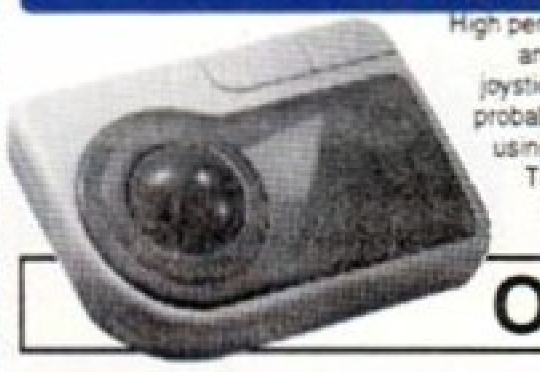
REPLACEMENT AMIGA 500 INTERNAL 3.5" DRIVE KIT



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

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TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball ! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !

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Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

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STEREO SOUND SAMPLER

Offering full compatibility with almost any Amiga audio digitiser package, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is achieved with built-in control knob. Complete with public domain disk containing sound sampling applications / utilities.

ONLY £29.95

MIDI INTERFACE

Our fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT & THRU ports for good flexibility. Features LED indicators on each port for diagnostic purposes. Superb compact

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Our compact Virus Protector fits easily to the Port of the last disk drive in your Amiga system, protecting all internal and external drives from boot block viruses. Incorporates a switch to enable or disable the protection facility.

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AMIGA 1500/2000 UPGRADES

HARD DRIVE / RAM UPGRADE BOARD KIT

Kits include full size hard disk controller cards with unpopulated SIMMS RAM upgrade sockets for fitting up to 8Mb RAM, plus high speed NEC Hard disks.

40Mb HARD DRIVE & INTERFACE / RAM CARD ...... £ 349.00
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PLEASE NOTE: These are empty RAM sockets - Add £ 80.00 per 2Mb RAM required.

NEW! **COMMODORE C.D.T.V. Including 'Lemmings' & 'Hutchinsons Encyclopaedia' Starter Compact Discs** .... £ 499.00
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Prices include VAT, delivery and cable

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All STAR Printers include 12 months On-Site Maintenance

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Star LC 24-200C 7 colour version of above	£ 289.00
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NEW! Star XB24-250 132 column version of XB24-200	£ 479.99
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NEW! STAR LC20 9-Pin Printer

NEW SUCCESSOR TO THE STAR LC-10, WITH MANY FEATURES AND A FASTER PRINT SPEED

Providing superlative paper handling, four excellent NLQ fonts and a new super-fast print speed of 180cps in draft and 44 cps in NLQ, the LC20 appropriately supercedes the phenomenally successful LC10 !

INCLUDES CONNECTION CABLE & 12 MONTHS ON-SITE MAINTENANCE!

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PROFESSIONAL SERIES 9-PINs WITH COLOUR UPGRADE *EXTRA SPECIAL OFFER* !!

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Prices include VAT, Delivery, cable & 1 year on-site warranty

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Professional 24-Pin Colour Printer - at a budget price!

❑ Highly versatile letter quality printer ❑ 200 cps output in draft, 66 cps in LQ mode (5 true letter quality fonts) ❑ Full control from front panel ❑ Graphics res 360 x 180dpi ❑ **2 Year Manufacturers Warranty**

Normal RRP: £ 746.35 Inc.VAT

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Olivetti DM124C COLOUR



Professional 24-Pin Colour Printer with full 12 Months On-Site Warranty Cover !

❑ 200 cps in draft, 50 cps in LQ mode ❑ 7 Colour output: Graphics res. 360 x 180dpi ❑ Huge 40k buffer ❑ Tractor & Single Sheet Feed ❑ **12 MONTHS ON-SITE WARRANTY**

DM124C Normal RRP: £ 389.95 Inc.VAT

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Title	Price
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Kind Words 2	£ 37.95
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Deluxe Video 3	£ 84.95
MR Backup	£ 29.95
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DURING NOVEMBER & DECEMBER, TELESALES LINES WILL BE OPEN 9AM - 7PM ● MONDAY-FRIDAY



AMOS

They call it The Creator! A superb easy-to-use programming language for creating games, educational programs – almost anything! Comes complete with *AMOS Sprites 600*. LATEST VERSION!

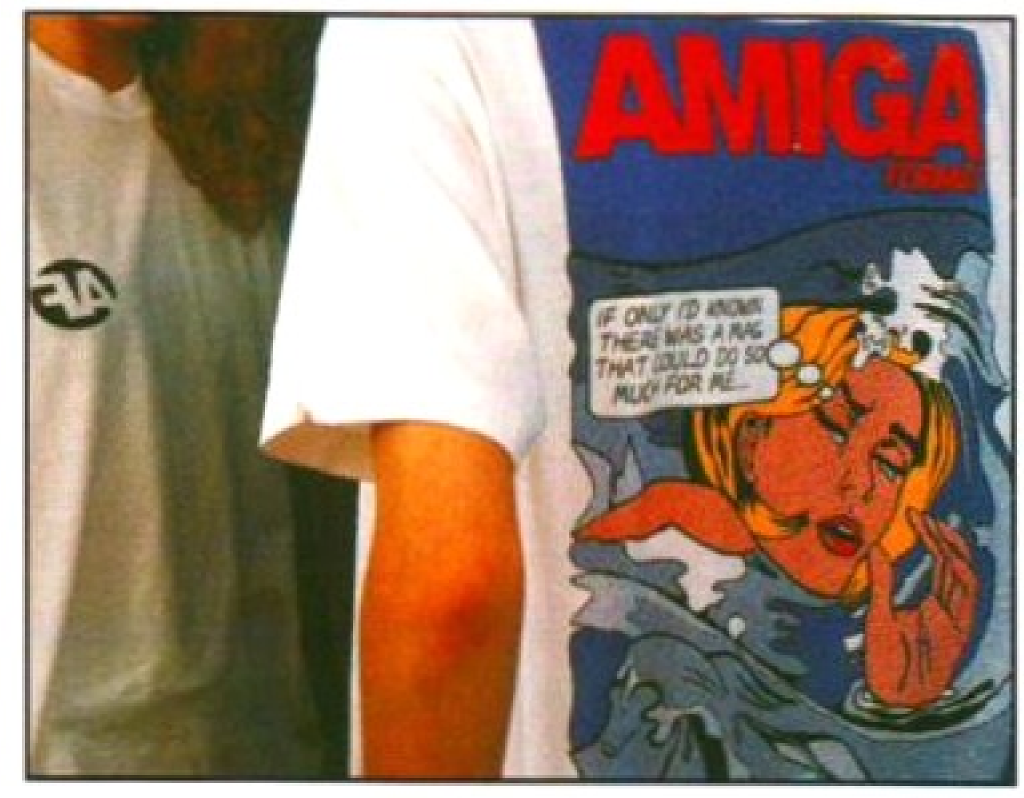
Description	Price	Order No
AMOS	**£35.95**	**AM168**



Stereo Master

This updated version of Microdeal's MasterSound is an ideal entry level sound sampler. Its numerous features and improved easy-to-use graphic interface make this an excellent bargain for budding music freaks.

Description	Price	Order No
Stereo Master	**£29.99**	**AM234**



AF T-shirt

The extremely exclusive limited-edition *Amiga Format* T-shirt is now available to *Amiga Format* readers. It features the 'Lichtenstein' cover of Issue 20 in a large four-colour back print, new *AF* logo on the front.

Description	Price	Order No
Amiga Format T-shirt	**£8.99**	**AM225**

Amiga Format Mail Order

The latest and greatest offers at simply the best possible prices.

Home Accounts 2

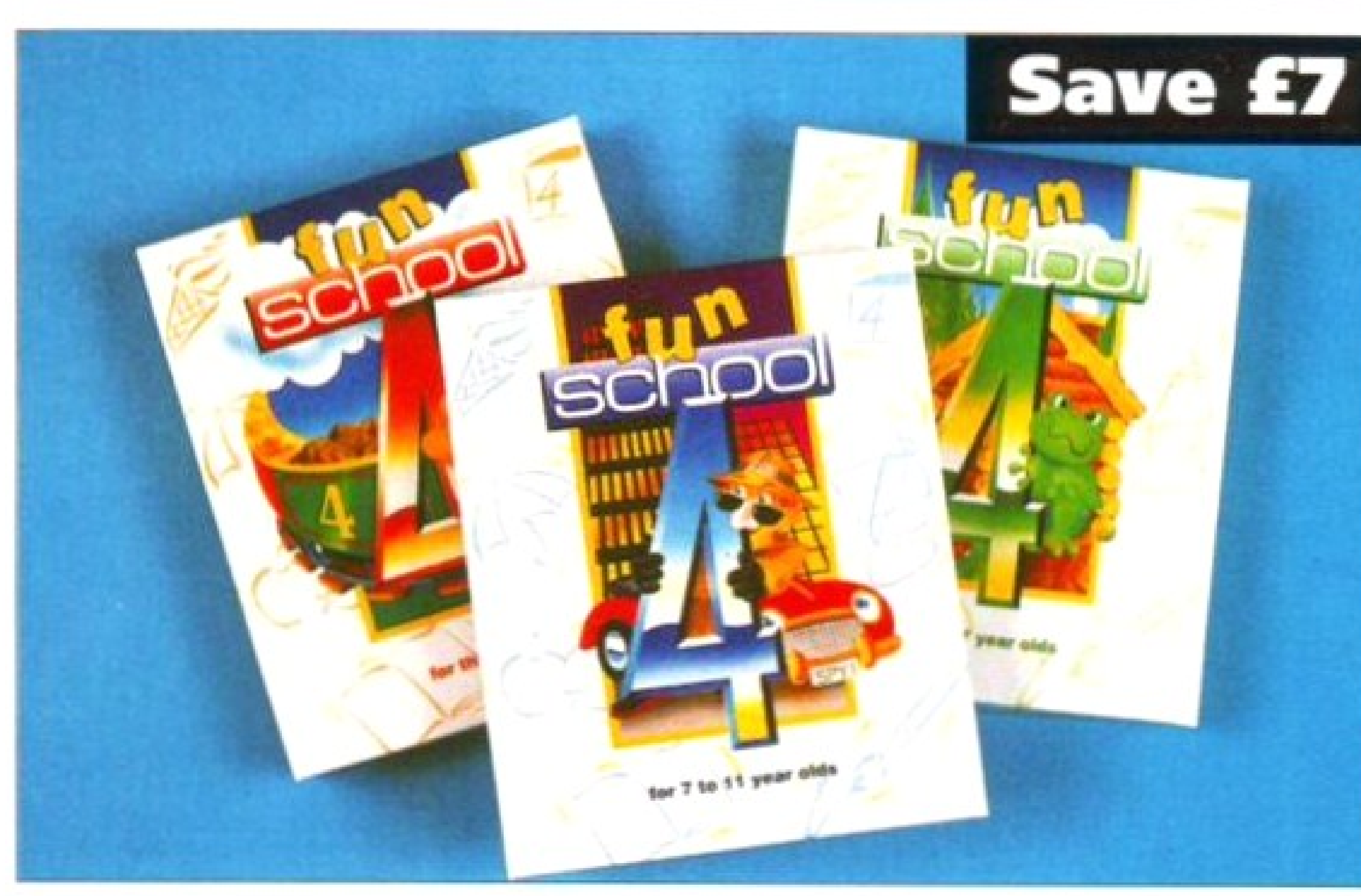


AMIGA FORMAT STAR BUY

Digita's brand-new upgrade of their ever-popular home finance system is further evidence of their commitment to quality in both presentation and functionality. Extensive features keep track of all your financial affairs, even if you run a small business. It won the *Format Gold* award in our sister magazine *ST Format* and you can read our very own review on Page 191 of this issue.

Description	Price	Order No
Home Accounts 2	**£44.99**	**AM229**

Fun School 4



AMIGA FORMAT STAR BUY

The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

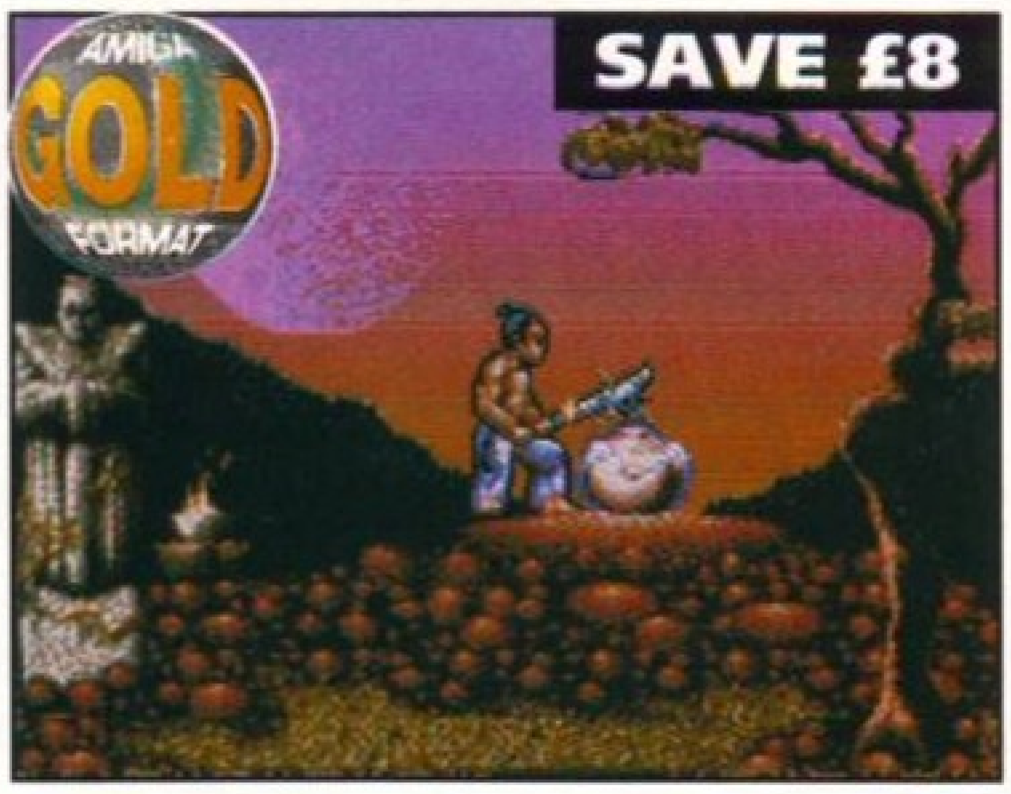
Description	Price	Order No
Teddy Disk	**£17.99**	**AM231**
Frog Disk	**£17.99**	**AM232**
Spy Disk	**£17.99**	**AM233**



Flight of the Intruder

An excellent flight sim which lets you take to the skies in an F-4 Phantom jet as well as an A6 Intruder bomber. Authentic aerial thrills designed by the team who put the mighty *Falcon* together (*AF* rated 88 %).

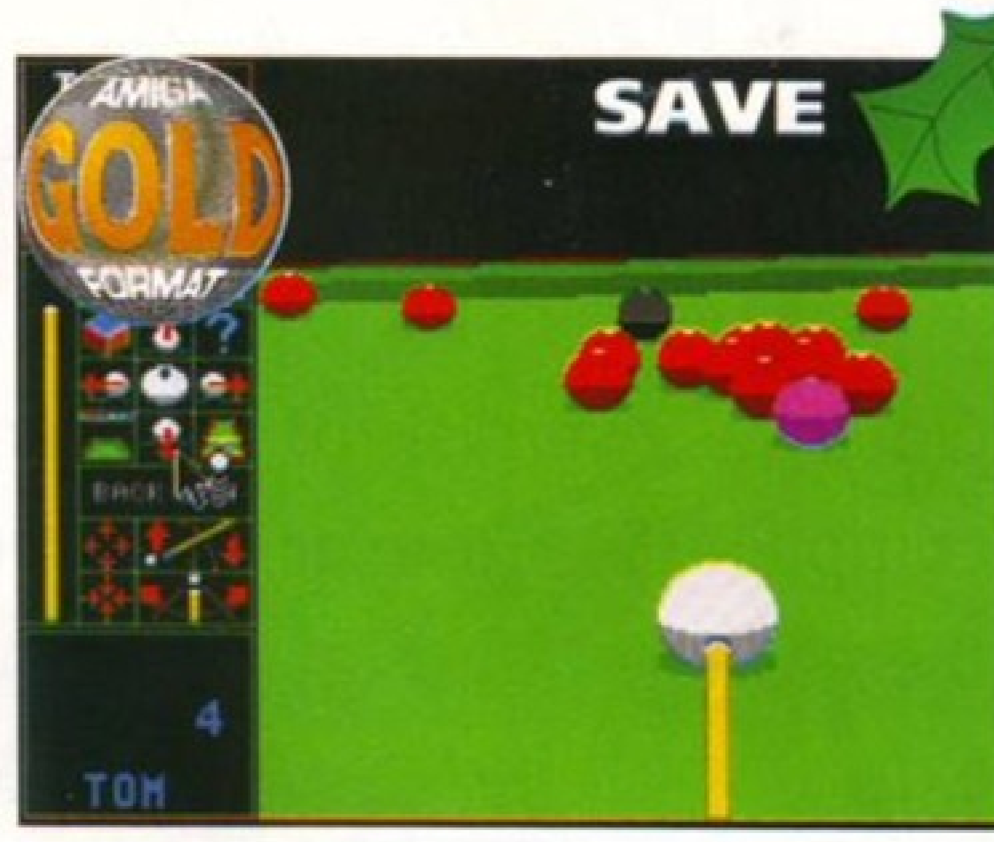
Description	Price	Order No
Flight of the Intruder	**£23.99**	**AM230**



First Samurai

If you haven't played the demo on Coverdisk 28, you should do! You'll be amazed by the look and sound of this oriental seek-and-slay game, but you'll realise the hidden depths of gameplay, too…

Description	Price	Order No
First Samurai	**£17.99**	**AM227**



Jimmy White's Snooker

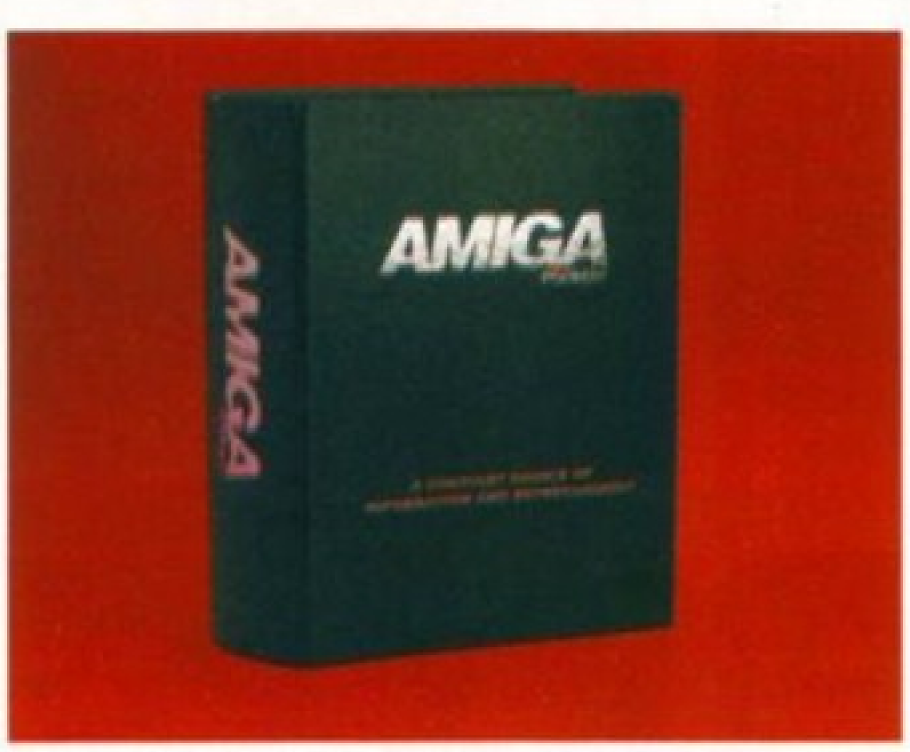
The Format Gold snooker game, with an amazingly playable 3D system conceived by master programmer Archer McClean. One of the most enjoyable games of the year to date.

Description	Price	Order No
Jimmy White's Snooker	**£22.99**	**AM228**

Back Issues

Why miss out on invaluable information just because you didn't buy an issue when it went on sale? Back issues even come complete with the original Coverdisk: see Pages 238-9 to find out what was in each issue. While you're about it, why not get a binder to collect your new issues?

ISSUE	Price	Order No
Issue 14	£4.00	AMF14
Issue 16	£4.00	AMF16
Issue 17	£4.00	AMF17
Issue 18	£5.00	AMF18
Issue 19	£4.00	AMF19
Issue 21	£4.00	AMF21
Issue 22	£4.00	AMF22
Issue 23	£5.00	AMF23
Issue 24	£5.00	AMF24
Issue 25	£4.00	AMF25
Issue 27	£4.00	AMF27
Issue 28	£4.00	AMF28
Issue 29	£5.00	AMF29
One binder	£4.95	AM108





Naksha Mouse & Tracey

Improve your mouse control with this high-quality replacement mouse. It comes with Tracey, a special tool (RRP £7.99 but free to you!) which will allow you to trace pictures with the aid of your mouse.

Description	Price	Order No
Naksha Mouse and Tracey	**£28.99**	**AM191**



Technosound Turbo

The updated sampler from New Dimensions will not only grab digitised sounds but also allows you to sequence them into full compositions. It even features MIDI linking, so you can use it with MIDI instruments.

Description	Price	Order No
Technosound Turbo	**£27.99**	**AM199**

See our remarkable Subscription offer on Page 238!

All prices include postage, packing and VAT

No Hidden Extras

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Expiry Date

Sequencer One: the

On the Coverdisk of this very issue is the best possible special offer you could have: the complete **Sequencer One** music package, RRP £89, for next to nothing. But it doesn't stop there! Why not make the most of your **Sequencer One** by taking advantage of the host of extras which **build up to make** your **Sequencer One** system the **most powerful easy-to-use music-making system** there is! And here they are, all at the best possible prices!

THERE'S MORE TO LEARN...

From next month, *Amiga Format* will be running simple lessons in how to create your own music with Sequencer One in various musical styles, using new samples. Why not get a step ahead of the game by kitting yourself out with all you could need?

THE HIT KIT!

SAVE £5!



A music composition system to use with both *Sequencer One* and *Sequencer One Plus*. It can help you to create professional-sounding drum tracks, bass lines and other accompaniments in a wide range of musical styles (eg ballad, blues, house, disco, latin, reggae or techno). Very little previous musical knowledge is needed to obtain frighteningly rapid results! Can you write a number one hit? Here's the kit to help you, only £24.95 (RRP £29.95)!

Description	Price	Order No
The Hit Kit!	**£24.95**	**AM237**

SAVE £90!



SEQUENCER ONE PLUS UPGRADE KIT

Don't miss out on this incredible offer! Upgrade to *Sequencer One Plus* to take advantage of a host of extra features including the unique Juke Box screen and Gajits' new 'Diamond Drag' note editing system. Also includes: tempo maps, auto count in, MIDI sys ex handling, track solo, extra quantize options, and much more! All of this will sell for £129.95 (RRP). For a short time only, *Sequencer One Plus* is available as an upgrade kit for *Sequencer One* owners (and that includes everyone who has the program from *Amiga Format* Coverdisk 30) at just £49.95 (RRP). But we're offering it to you at a mere £39.95 for an amazing total saving of £90!

Description	Price	Order No
Sequencer One Plus	**£39.95**	**AM235**

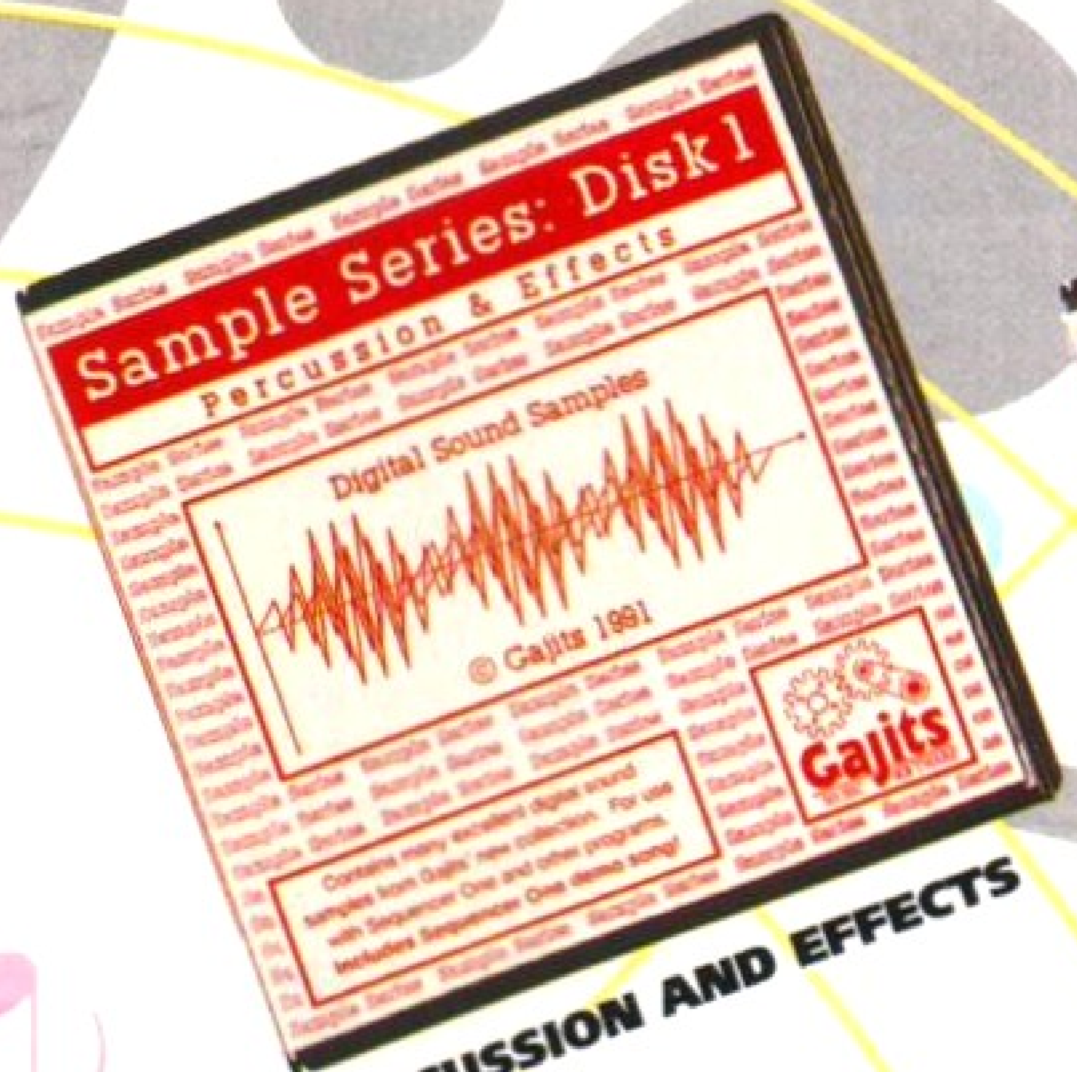


SEQUENCER ONE USER KIT

Contains not only the full program User Guide but also a personal User Registration Card.
The User Guide includes a beginners' introduction to sequencing and MIDI, lots of helpful illustrations and examples, and a full index.
The User Registration Card entitles you to free update information and the Gajits Telephone Helpline support service. You can benefit from all of this for the special price of only £6.95!

Description	Price	Order No
Sequencer One User Kit	**£6.95**	**AM236**

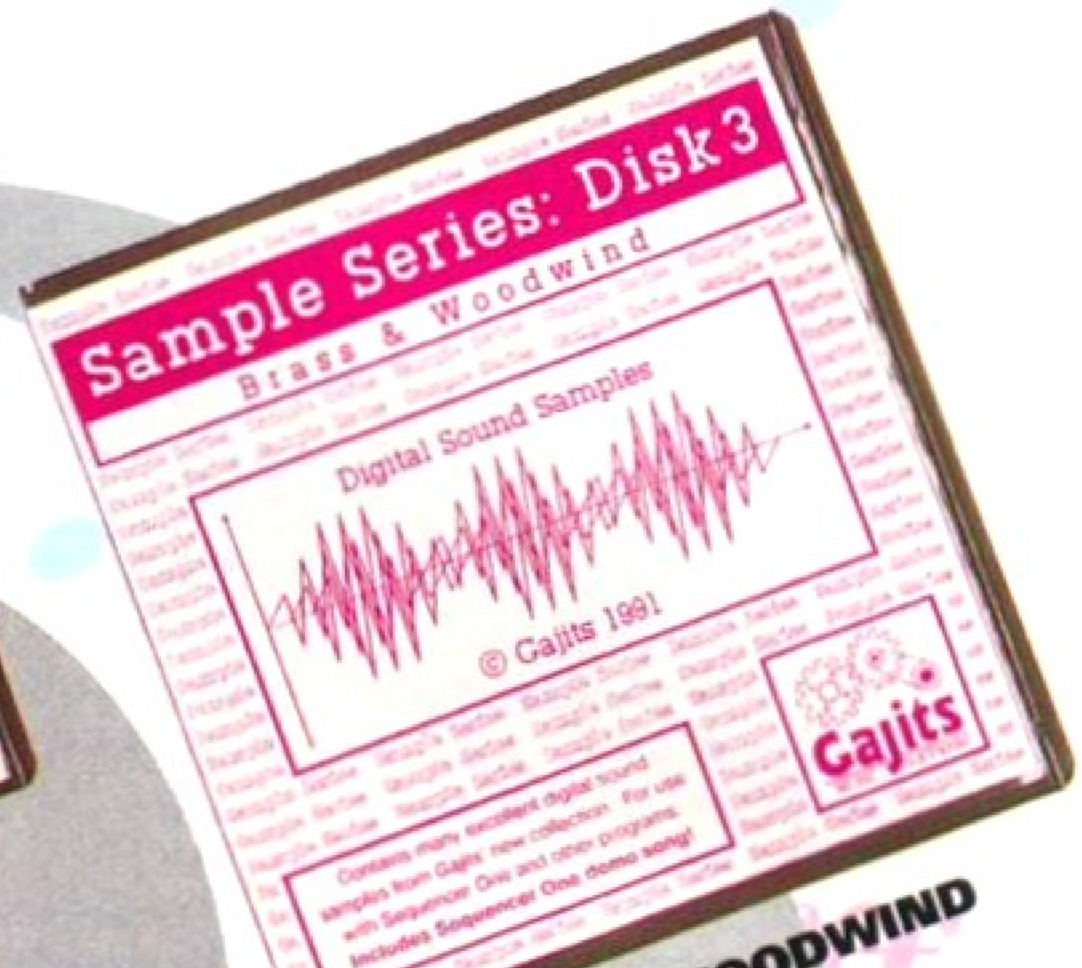
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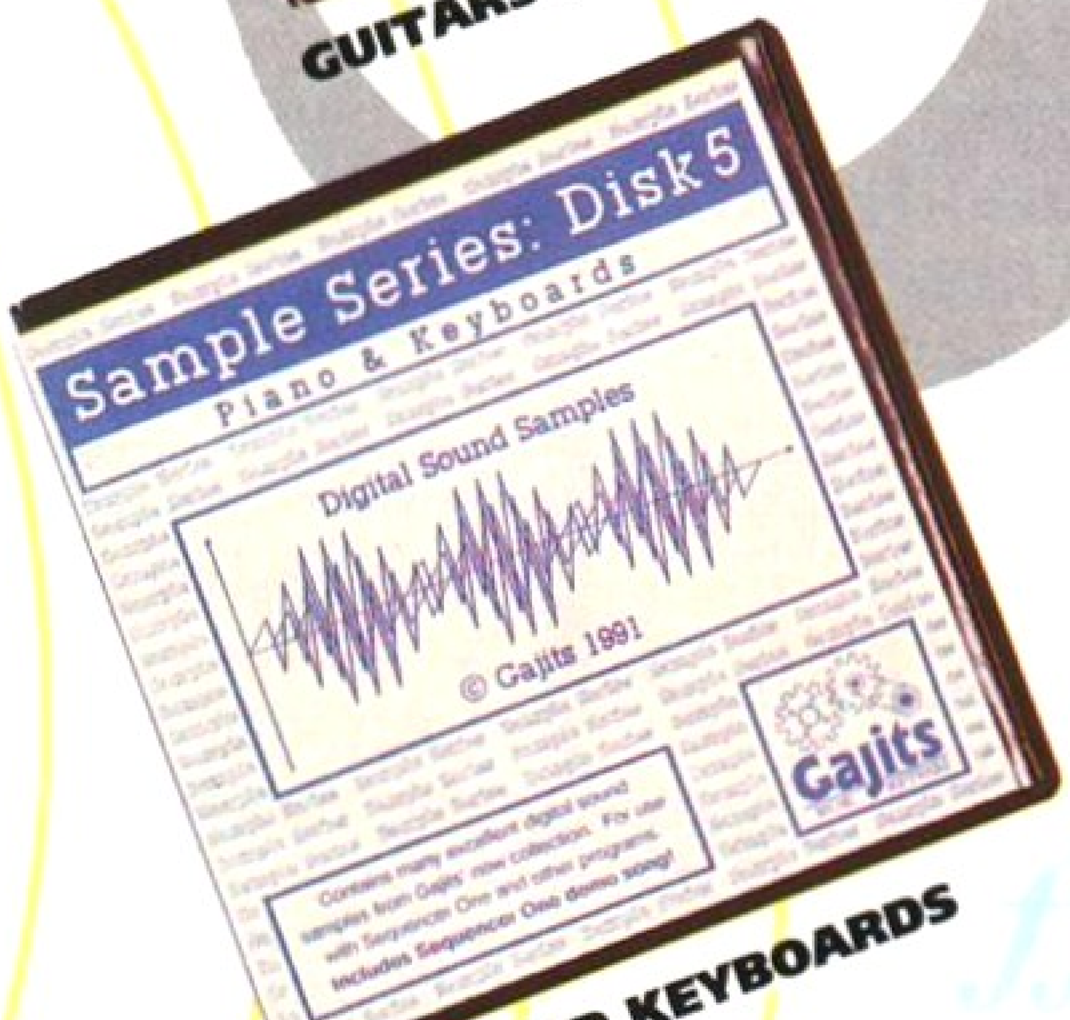
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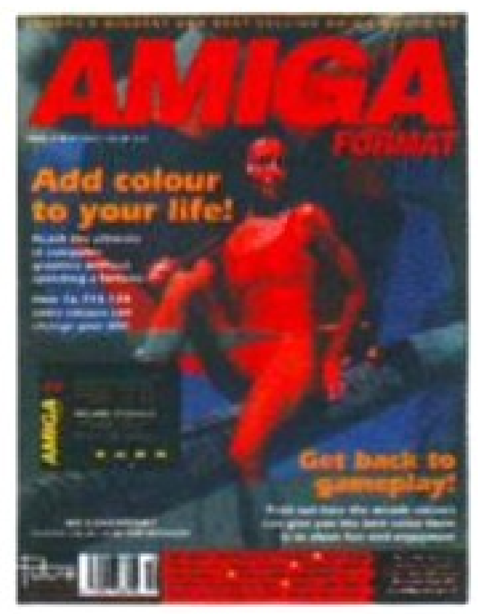
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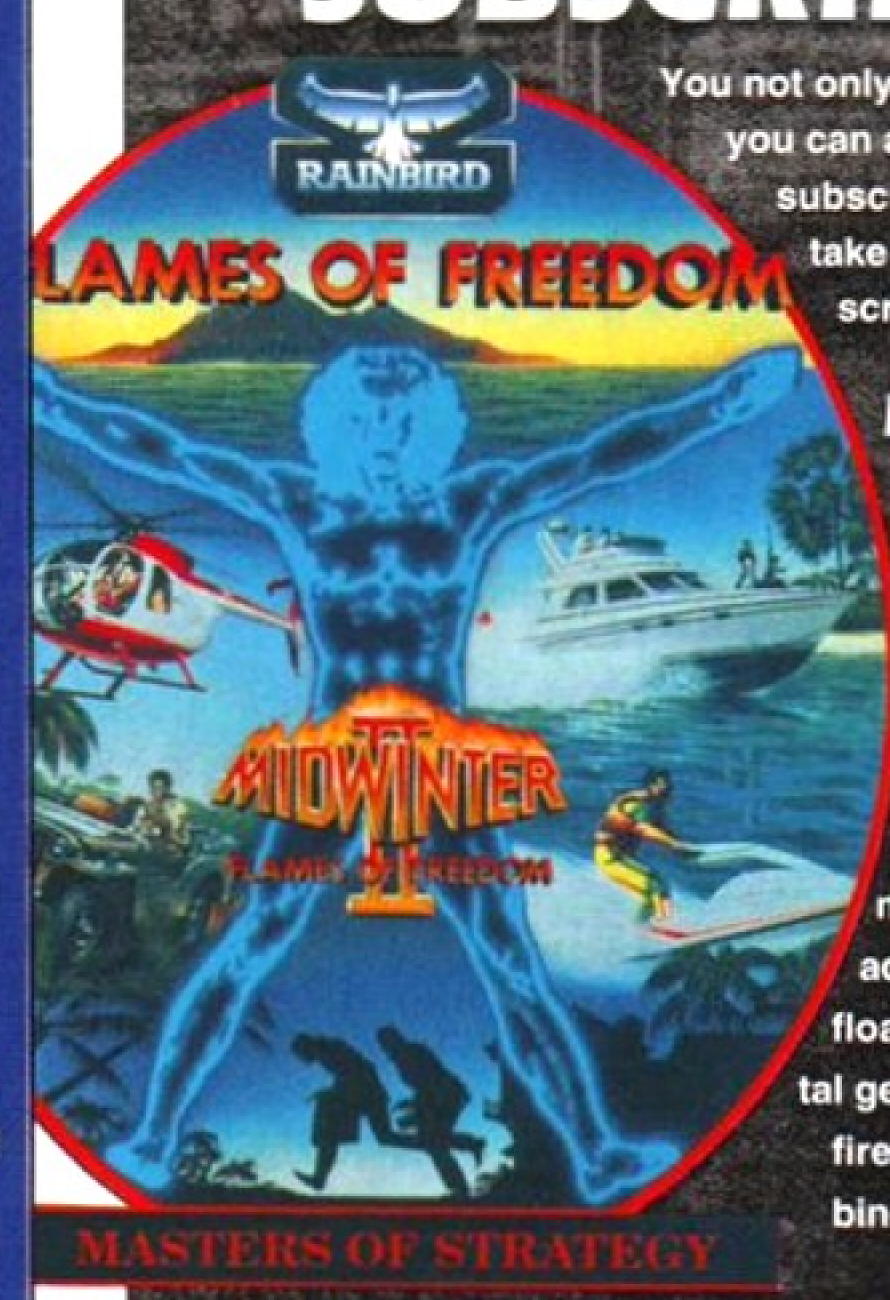


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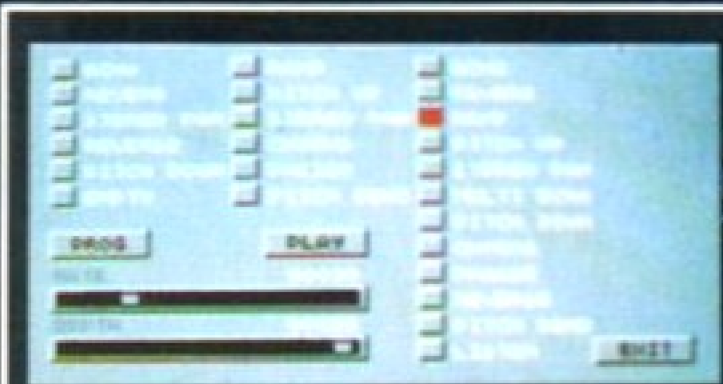


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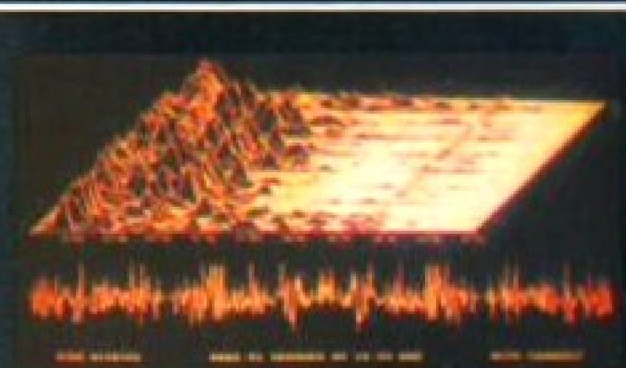


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1787 Magnetic Beats 2
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1824 SCR Musax 2
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814 Viz Slideshow
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891 Creepshow
899 Madonna Slideshow 2 (2) *
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1051 Total Recall Slideshow
1085 Comic Slideshow (X)
1103 Girls Of Sports Illustrated
1210 Turtles Slideshow
1263 Crusaders : Richter (2)(2D)
1277 Fraxion : Divine Visions (2) *
1279 Forgotten Realms '90
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1560 Phenomena Enigma *
1628 Do The Bart, Man *
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1782 Carrott The Chicken(2)(2D)
1784 Carrott Insomnia(2)(2D)
1823 N-n-n-n-nineteen Demo
1837 Plasmutex Demo

AMIGA A500 PLUS
A large amount of software, both commercial and PD, will not run on these new machines. We are working on a list of compatible titles but this will take some time to complete. If you own an A500 Plus, or are planning to buy one, be prepared for problems and please be patient, wherever you buy your software from.

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1846 Enterprise Anim (2)(2D) *
1850 The Wall (6)(2D) *
1856 Betty Boo Anim/Slideshow
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1885 Robocop Animation *
1900 Silents Ice Demo
1902 TomsoftVirtual World
1923 Star Wars Demo (2)(2D) *
1943 Windsurfer Animation (2) *
1947 Mr Potato Head *
1948 Mr Potato "Chips Are Up!" *
1950 Super Woman Animation *
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PD Update



Find out what the best releases are from the wild and wacky world of PD, in the bewildering company of **Pat McDonald.** He also picks what are the Top 10 utilities and programs of the year.

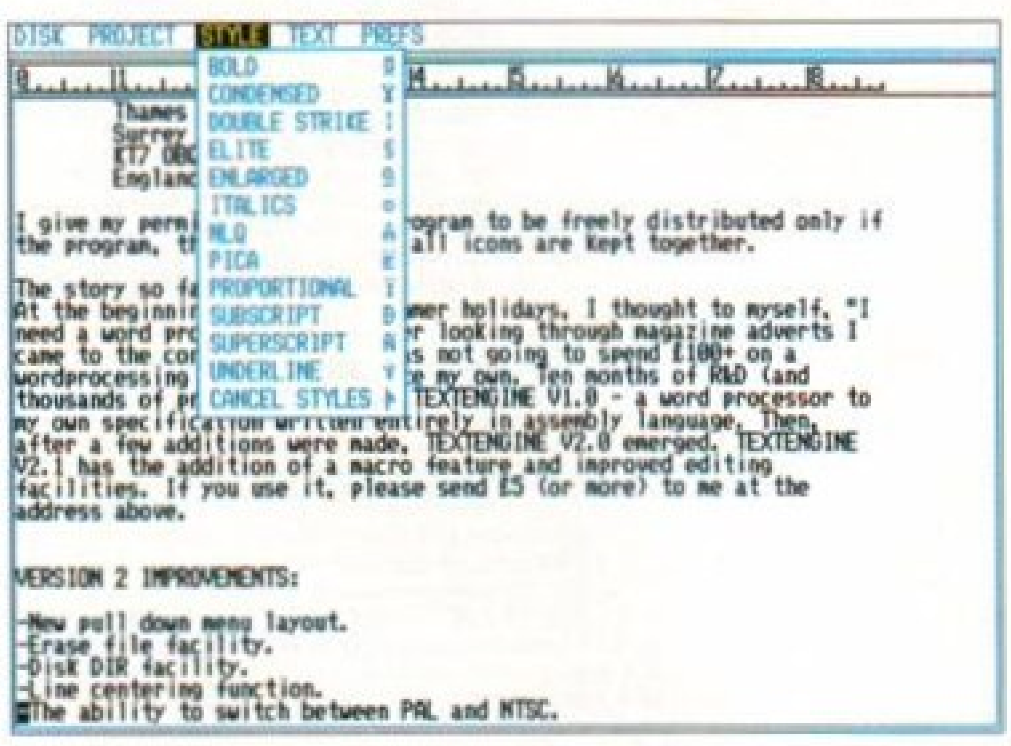
TEXTENGINE V2.1
AMIGANUTS 1194

Regular readers may remember the original *TextEngine*, which featured on a Coverdisk some months ago. It's a word processor without frills, designed for printing the occasional small document .

There's not much new in the latest release. It can be set to work with 60Hz (NTSC American) Amigas, which is thoughtful. There have also been a couple of bug fixes by the author, Nicholas Harvey. In the main though you'd be hard pressed to spot the difference between this and the original.

What is different is the inclusion of AZSpell on the disk, a PD spelling checker written by Danny Hartley. Although it doesn't come with much in the way of a dictionary, you can add words to it that it doesn't recognise and so build it up to usable standards.

Anyone looking for a cheap word processor need look no further. *TextEngine* is fast, simple to learn, and will no doubt find many followers. It's a shame that



***TextEngine* is one of the easiest, yet most versatile word processors you can get through the PD. A shame the document length is limited to 50,000 characters.**

you can't check spelling from inside the word processor (you have to save the file first) but in the main it's a very reasonable program.

Oh, nearly forgot. There's something else on the disk called *MiniTool* (Fnarr Fnarr). It's a simple icon utility for switching your system between 50Hz and 60Hz, and also for turning the power light (which controls the sound filter) on and off. Not that amazing, but it can be useful occasionally.

SEA LANCE
PD SOFT 2022

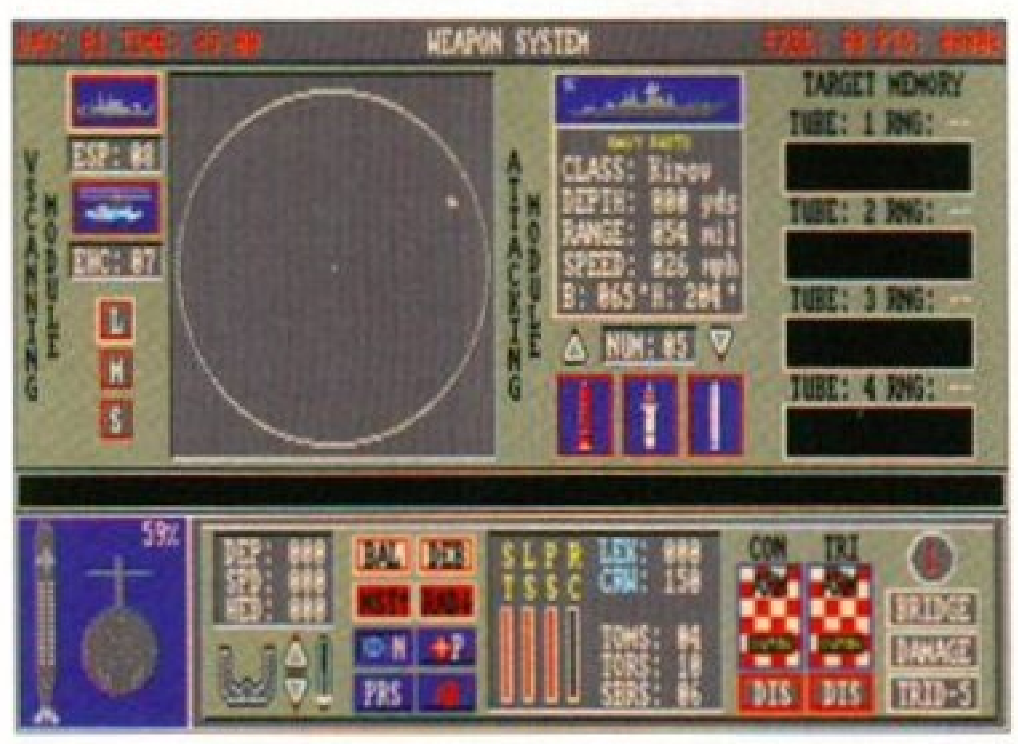
"All hatches closed... Board is all green... Dive! Dive! Dive!" *Sea Lance*, in case you haven't guessed is a submarine simulator. Unlike all previous attempts at this tricky subject, it's got a relatively original plot, simple controls and good graphics.

Aliens from another galaxy have conquered earth, smashed the US forces and are using the Russian equivalents to police the planet. The only thing left to defeat the invaders is *Sea Lance*, a modified Trident submarine crewed by varying nationalities.

The idea is that the aliens have set up 20 bases around the planet. You have to launch Trident missiles at them. These have a small nuclear warhead, as well as biological warheads filled with a virus toxic to the aliens only. The nuke penetrates the force field defence, and the virus knocks out the aliens.

The first thing you have to do is tool up. As well as the Tridents, Sea Lance can carry Tomahawk cruise missiles, Subroc II anti-submarine weapons and conventional torpedoes. How many of each you carry is up to you – but it takes a brave commander to set sail with just torpedoes.

Playing *Sea Lance* is easy to pick up. There are just four screens to master – the bridge is used to alter course, speed and depth, and also to abandon ship or increase air pressure to combat breaches in the hull. Satellite maps can be downloaded whilst surfaced.



Being pursued by alien aliened (think about it) Russian vessels is just no fun for a highly-stressed nuclear submarine commander.

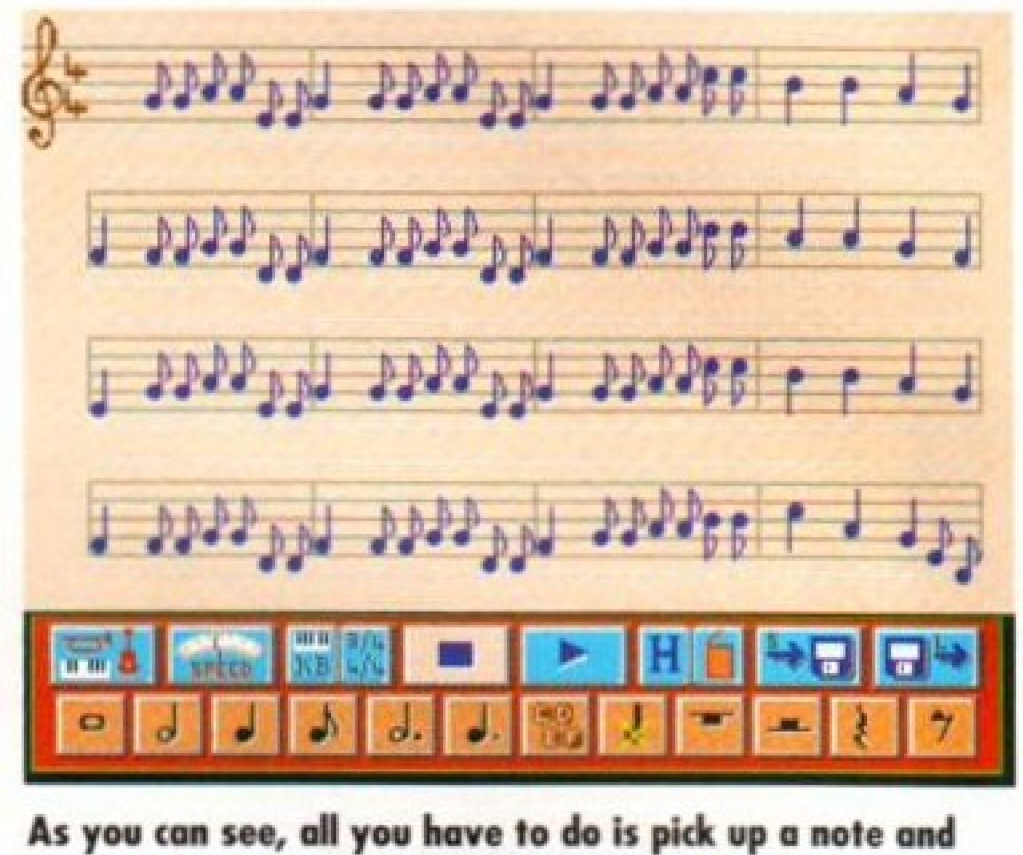
The Weapons screen shows a sonar view of the local area, and any hostiles in the vicinity. Launching an attack is simple – pick a weapon, pick a target. The Damage control screen monitors damage and repairs.

Finally, the Trident screen is used to select targets for your missiles, and this is where the game gets tricky. You have 24 missiles, 20 alien bases, but 40 possible cities! Which do you attack?

Sea Lance has slick graphics, good presentation, and manages to make a game out of one of the most tedious simulation types. Jason Bauer (the author) has spent ages getting everything right. I love it.

MUSIC BOX
DEJA VU LPD45

For those who want a simple music program, *Music Box* is quite good. It's presentation is very good, and it explains standard musical stave notation before getting on with the program proper (you can skip this when

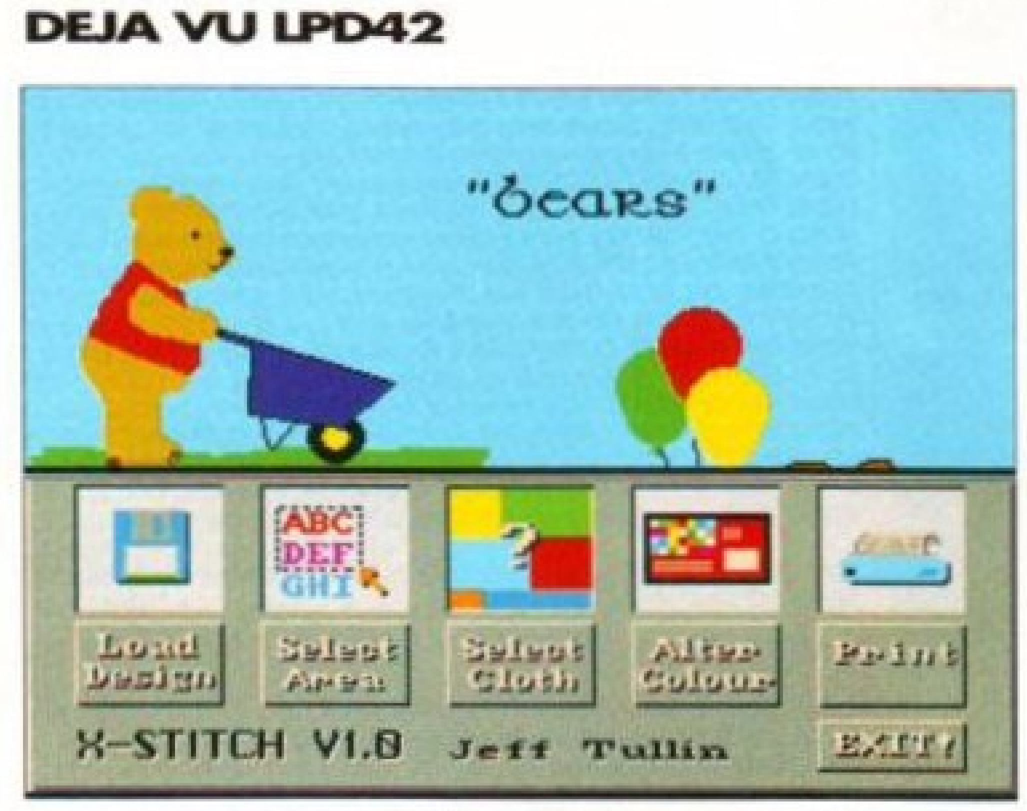


As you can see, all you have to do is pick up a note and plonk it down on the stave where you want it.

you know what the program is all about). In use, all you do is pick up the different notes, and plonk them down on a stave. You can play the tune at any time, to see if you've made any mistakes. It's also possible to use different instruments for your tunes.

Maybe the content is somewhat lacking, but if you want to start at ground zero in music, this is the program for you. You can learn quite a lot just by entering sheet music into your Amiga. It's also gentle on beginners, which has got to be good. Well done Jeff Tullin.

XSTITCH
DEJA VU LPD42



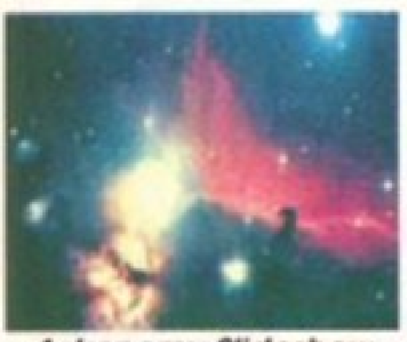
Ever wanted to turn an IFF picture into a piece of neat needlework? This program will create the pattern – all you have to do is the manual labour.

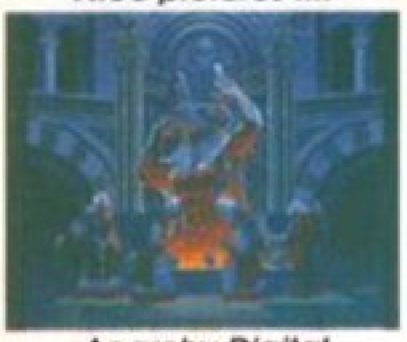
Needlecraft veterans everywhere, this could probably be just what you're looking for. *XStitch* can read in standard Amiga IFF pictures (but unfortunately not HAM ones) and it can print out cross stitch needle patterns for you to spend time working on. It's very easy to use, but the printouts are really just configured for Epson compatible printers. If you have one of these, then why not go for it.

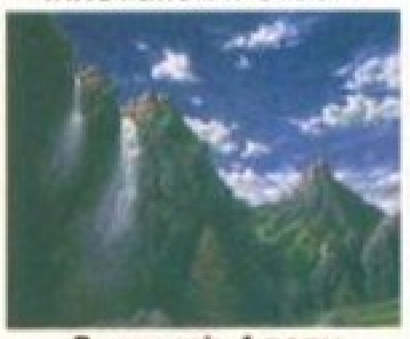
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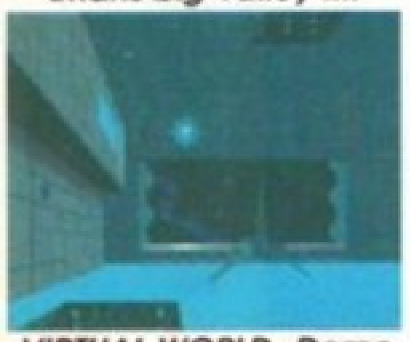
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Astronomy Slideshow Nice pictures ....


Anarchy Digital Innovation .. Great !

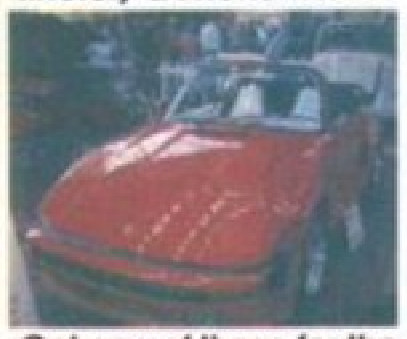

Psygnosis Agony Brians big Valley ....


VIRTUAL WORLD- Demo of the year award ?



CUBULOUS - Tobias's bifty puzzle game


ENIGMA ? Well its definetely a Phenomena !


Get one of these for the price of a disk ...


Weird Sciences Butterflies slideshow.


Wheres my disks ? He should have chose UPD

GAMES

PG001/2 ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
PG003 AIR WARRIOR This is a flight simulator program
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PG006 ANTEP & SLOT CARS A graphical role playing game & a car game
PG007 APIDYA Nice demo of a horizontal shoot em up!
PG008 ASSASSINS 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids,
PG009 ASSASSINS 2 Girl action, Missile command Invaders & 3 more!
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PG021 ATIC ATAC A conversion of the old classic Spectrum game
PG022 AWESOME PREVIEW Fantastic preview of a great game!
PG023 BATTLEFORCE A strategy war game similar to Mechforce
PG024 BLACKJACK A really good version of the game!
PG025 BUCK ROGERS A nifty litle shootemup from the C-64 days !
PG026 CASTLE OF DOOM Easy graphic adventure game
PG027 CHINESE CHECKERS Computer version of the popular board game
PG028 COLOSSUS & WORLD Two very good adventures from Software distillery
PG029 CROSSWORD COMPILER Nice program for making crosswords!
PG030 CUBULUS Nice rubik cube style game from Tobias Richter
PG031 DARKSTAFF A spectrum emulated text adventure game
PG032 DRAGONS CAVE great Dungeons game, nice graphics!
PG033 ED 209 Robocop style shoot em up!
PG034 ETERNAL ROME & DOMINOES 2 nice games on this disk
PG035 ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
PG036 FLASHBIER Over 200 levels in this boulderdash type game
PG037 FRANTIC FREDDIE Classic platform type fun with good music
PG038 GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc
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PG041 GAMES GALORE 3 Gravattack Asteroids Pingpong Miniblast Orbit 3d
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PG043 GAMES GALORE 5 Cosmo Cat & mouse Mazeman Rollon Trivia Pharoah
PG044 GAMES GALORE 6 Tint Jumpy Def ATC C-Robots SinLine King rats SB
PG045 GROWTH Brilliant game where you must shoot the brain!
PG046 HACK Great text adventure in the infocom style
PG047 HOLLYWOOD TRIVIA Nice trivia game with lots of questions!
PG048 HOLY GRAIL A nice text adventure, one of the best
PG049 JETMAN remember the old game jetpac ? Well here iit is ! Mega!
PG050 JEOPARDY Version of the board game Risk!
PG051 KILLER CARS A great car game with filled vector graphics !
PG052 LAMER GAME Similar to operation wolf shoot em up.
PG053 LARN Another very well regarded text adventure game
PG054/55 LEARN & PLAY Great fun for the kids on two disks (2)
PG056 LASERZONE Great old 64 classic shoot em up!
PG057 LEAPING LARRY Simple platform game done in Amos
PG058 LETTRIX Nice puzzle games similar to Tetris!
PG059 LORE OF CONQUEST Exellent space trading game D&D style!
PG060 MARBLE SLIDE Puzzle game, build slides up!
PG061 MASTER OF THE TOWN Shoot the signposts in this game
PG062 MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound
PG063 MORIA Text adventure based around Dungeons & Dragons theme!
PG064 NAPOLEONIC WAR SIMULATOR A nice strategy type game!
PG065 NESTOR CARD GAME Another card game, looks quite good!
PG066/67 NETHACK Dungeon & Dragon adventure style game, very popular! (2)
PG068 NO MANS LAND Hi tech war games shoot em up.
PG069 NU GAME Shoot em up with good graphics, quite difficult!
PG070 PETERS QUEST Rescue the maiden in this fun platform game
PG071 POM POM GUNNER Blast the enemy aircraft in this Beachead clone
PG072 PROPERTY MARKET Become a millionaire before you retire at 65
PG073 RAPHAELS REVENGE A turtles game done in SEUCK!
PG074 RETURN TO EARTH Elite type space trading game!
PG075 RINGS OF ZON Interesting shareware adventure/strategy game
PG076 SEVEN TILES Superb futuresports speefball type game, Great!
PG077 SKATE TRIBE hang on to your skateboard! Nice graphics.
PG078 SCUM HATERS Shoot em up done by Brazzie Atkins in SEUCK
PG079 SEALANCE A submarine strategy game seems very involved
PG080 SERENE SHOOT UP Another good quality Shoot em up
PG081 SERENE II Follow up to the above game
PG082 SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK!
PG083 SPLITTING Puzzle game, rearrange Ronald Reagans features!
PG084 ST BASH Blast the Atari Sts in this fun invaders game.
PG085 STARFLEET Nice little game done in SEUCK!
PG086/87 STAR TREK The US version by Jim Barber, very good (2)
PG088 STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg
PG089 STAR TREK THE SHOOT EM UP Yes a SEUCK version of game.
PG090 SUBCULTURE Playable 1st level of a good shoot em up!
PG091 SUPER TWINRIS Superb 2 player tetris game! A500+ compatible!
PG092 SWIV DEMO Superb demo of an exellent shoot em up!
PG093 TENNIS A good shareware tennis game! 1mg
PG094 TRAIN CONSTRUCTION KIT make your own track layouts!
PG095 TREK TRIVIA For you Star Trek freaks, loads of questions!
PG096/97 TRUCKIN ON A trading game based around truck haulage (2 disks)
PG098 TURRICAN 2 PREVIEW Great demo of superb shoot em up!
PG099 THE EVIL DEAD GAME Blast the goolies in this crazy game
PG100 THE JAR Very nice little jump & run game.
PG101 THE INSIDERS CLUB Stocks & shares game, see how far you get
PG102 WATERMINES Nice boulderdash type game!
PG103 WET BEAVER GAMES Version of the old pong game
PG104 WONDERSOFT GAMES Golf, Congi, Missile, Trilon, Windmill & Concentrate
PG105 WIZZYS QUEST A very good arcade adventure game from Germany
PG106 YELP Nice little painter type game
PG107 ZEUS A very good & popular block puzzle game

Note: Funpack 1-17 in stock, plenty of great value PD games which WILL work on the new Amiga 500 Plus! Phone for details !

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PU013 ASSASINS BOOT UTILITIES Loads of bootblock utilities on here.
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PU039 DBW Good PD ray tracing program Inc some pictures ! CLI Knowledge.
PU040 DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU044 DESKTOP PUBLISHER From Germany, English translation now available.
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
PU046 DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
PU047 DOPE INTROMAKER Make your own intros with this utility.
PU048 DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens.
PU049 DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc
PU050/54 EDUCATION SET (5) Five disks full of educational programs. good
PU055 ELECTROCAD PREVIEW If your'e into circuit diagrams etc, try this.
PU056 EXILE FONTS More of theses superb fontscreens. For use with DPaint
PU057 FLEXIBASE DATABASE A simple to use database for the beginner.
PU058 FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
PU059 FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!
PU060 FRANZ MEGAUTILS DISK Plenty of Font Eds and a good boot menu program.
PU061 GENESIS DEMO Superb fractal generator, really good!
PU062 GRAPHICS UTILITIES Load of useful graphically orientated programs.
PU063 HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
PU064 HARDDRIVE UTILS Some good utilities for hard drive owners.
PU065 ICONMANIA Loads of programs for icon creation & many icons!
PU066 ICONS This disk is just crammed with useful & varied icons.
PU067 IMPLODER V4.0 Very good crunching program, very efficient!
PU068 INTERFERON PRO Create protection bootblocks against viruses.
PU069 JAZZBENCH A great alternative workbench much preferred by many!
PU070 JOURNAL A nice program designed to keep track on your finances.
PU071 JR COMM 1.02 Latest version of another superb comms package!
PU072 KEFRENS METALLION UTILITIES Great util disk full of fonts & more!
PU073/76 KING JAMES BIBLE Old testament & New testament & text reader (4)
PU077 LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp and Logo
PU078 M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.
PU079 MACVIEW,DRAW,ROTATE Collection of three unusual programs. Interesting.
PU080 MESSY-SID Easy to use PC - Amiga file transfer program, Brilliant
PU081 MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calculator etc!
PU082 MOBED A very useful program for editing sprites and bobs.!
PU083 MORSE PROGRAMS Disk full of Morse code programs for radio hams.
PU084 MYSTIX HARDWARE MODS Documents disk for hardware modifications.
PU085 NCOMM v1.92 Latest and best version of this exellent comms package!
PU086/7 NORTH C 1.3 (2) A two disk unpacked version of above program. !
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !
PU089 PASCAL COMPILER Now becoming a popular language, now available on PD
PU090 PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!
PU091 PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200 !
PU092 PENDLE EUROPA UTILITIES 5 Another great compact by the Red Devil.
PU093 PENDLE EUROPA UTILITIES 6 includes copiers and more utilities
PU094 PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
PU095 PRINTER DRIVER GENERATOR Design your own printer driver with this.
PU096 PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PU097 PRINT STUDIO V1.25 Great utility for accurate printout of pics,text.
PU098 QBASE Database program, simple to use with full search facility.
PU099 QED A nice easy to use text editor program ! Load, save, print.
PU100 QUICKBASE A small database program, also Xspell & Text editor on disk.
PU101 QUICKBENCH Another alternative workbench system, very clever this one!
PU102 RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker ..
PU103 RED SECTOR DEMOMAKER Probably the best demomaker around!
PU104 RSI VECTOR BALL EDITOR Design vectorballs for use in RSI demomaker
PU105 RSI VECTOR DESIGNER Design fresh new vector objects for above.
PU106 RSI FONT DESIGNER Give your demos custom designed fonts!
PU107 RIM DATABASE Very comprehensive relational database system. Powerful.
PU108 ROT A simple 3D drawing package for your Amiga. Very popular.
PU109 SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc!
PU110 SCOPE 115 Structured clipart for use in Professional page ETC.
PU111 SID V1.6 Newest version of the easy to use CLI utility. Essential !
PU112/3 SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc. (2)
PU114 SOZOBAN C Another very popular C envioroment, similar to North C
PU115 ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
PU116 SUPER 'C' DISK As near to a hard drive as mere mortals get!
PU117 SUPERKILLERS Kills 172 viruses, more than Master Virus2.2. A must!
PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU119 TAROT An astrology program for your Amiga.
PU120 TEXTPLUS V3.00 One of the best wordprocessors, includes Amigaspell.
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2)
PU123 UEDIT LATEST RELEASE !Word processing shareware program.
PU124 ULTIMATE ICON DISK Contains Iconmeister, Iconlab, Iconmaster & icons!
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures!
PU126 UTILITIES COLLECTION Another great collection of utilities about 100 !
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos!
PU131 VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2 disks)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU135 WORDWRITE WORDPROCESSOR Comprehensive wordprocessor with spellcheck-er.
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too !
PU137 600 BUSINESS LETTERS contracts, letters, alsorts included !

ANIMATIONS

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn.
PA002 AGATRON 2 Misc - jet fighter landing , basic
PA003 AGATRON 3 Star Trek - Shuttle fly past 1m
PA004 AGATRON 5 Star Trek Klingon fires torpedoes 1m
PA005 AGATRON 7 Star Wars Fighter doing loops etc 1m
PA006 AGATRON 9 Star Wars - Fighter fly by, impressive 1m
PA007 AGATRON 10 Star Trek - Enterprise in dry dock Good 1M
PA008 AGATRON 11 Tron - Tank v Deactivator. Good vectors
PA009 AGATRON 12 Tron animation Not one of the best
PA010 AGATRON 13 Misc - Robo 1 A robot waving 1m
PA011 AGATRON 14 Star Trek Workbee & Reliant. 3 shots
PA012 AGATRON 15 Lotus car, Billiards, & Jet Fighter animations!
PA013 AGATRON 17 Star Trek TWOK animation Short but okay
PA014 AGATRON 18 Star Trek - Enterprise fly by. Short anim
PA015 AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg
PA016 AGATRON 23 Star Trek fleet manoevre 1m
PA017 AGATRON 24 Kuli pen animation & Ping pong. Great! 1m
PA018 AGATRON 25 The run , a suberb car chase 1mg or over. 1m
PA019 AGATRON 26 A ship rocking at sea, / enterprise leaves dock. 1m
PA020 AGATRON 30 Contains Hyperspace animation & Landing animation 1m
PA021 AGATRON 31 Anim of a Porche rising out of a table 1 mg.
PA022 AGATRON 32 Space - Space probe flying away 1m
PA023 AGATRON 33 Probe animation Bird of prey animation & Klingonhit! 1m
PA024 AGATRON 34 Star trek the space office - a bit short
PA025 AGATRON 35 Space- space probe flying away 1m
PA026 AGATRON 36 Star trek Bird of prey, loop the loop. 1m
PA027 AGATRON 37 Misc - Tobias goes knackers! 1m
PA028 AGATRON ANIMS 5 great short looped animations!
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??)
PA030 BAD BIRD ANIMATION Not too bad this one.
PA031 BASKETBALL A basketball player shooting a ball into the net. 1 Meg
PA032 BONGO ANIMATION Animation of a man playing the bongo drums.
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1M
PA036 CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe.1M
PA037 DART ANIMATION Good animation of a dart passing through an egg!
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth.1M
PA039 ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker.1.5M
PA040 ERIC-S BATMAN A great animation featuring batman and the joker. 1 Meg
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 1.5 Meg
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but still popular.1M
PA043 ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff.1M
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1 Meg
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great.1M
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housefly!
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
PA048 GYMNAST ANIMATION Animaiton of a gymnast swinging around the bars. 1M
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All 512K
PA050 HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
PA051 HOLIDAY ANIMATION Not too bad this one.
PA052 LAUREL AND HARDY Brazzel Atkins, select your film from the videos.1M
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Excellent. 1 Meg
PA055 LUXO TEENAGER Father & son lamp animation converted to the amiga, 1M
PA056 MAGICIAN II this ones a bit better, more glossier this time round. 1M
PA057 MAGICIAN Similar to the juggler animation, but not quite as glossy 1M
PA058 MINER A miner truck loading coals into a buggy to be taken away. 1M
PA059 MR POTATO HEAD Watch the potato man in cabaret!
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask.
PA062 PIANO ANIMATION This is an animation of a cartoony piano!
PA063 PORKY PIG ANIMATION Cute anim of the Porky pig character with sound!
PA064 PROBE SEQUENCE Probe investigates new life forms on distant planet 1M
PA065/68 REAL 3D (4) Superb demo of the effects possible with Real 3D. 1 Meg
PA069 REAL THING HORSES demo of the animation package for deluxe paint.
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs!
PA072 THE JUGGLER the old classic animation that sold hundreds of Amiga's !
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a book. 1M
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style. 1M
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg
PA076 UGLY MUG ANIMATION The ugly mug goes for a spin!
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
PA078 WINGS Superb quality red baron biplane animation. Very nice indeed.1M
PA079 ZEUS BUST ANIMATION Animation of a golden bust rotating!

POWER ANIMATIONS !

PP01/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now !2M
PP03 AT THE MOVIES Cute anim from Eric Schwartz featuring Amy squirrel 1.5M
PP04/7 AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3 Meg
PP08/10 BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
PP11/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get it. 3.5mg!
PP13/15 DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
PP16 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2mg!
PP17 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP18/20 LOST IN SPACE (3) Remember the old TV series ? This is it ! 2 Meg
PP21/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4Mg
PP25/27 STATION AT KHARN (3) Animation of a a spacestation,nicely done. 2M
PP28/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! GREAT ! 5 Meg
PP34/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP36/37 WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
PP38/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg

DEMOS

PD01 AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
PD02 ALARM MEGADEMO Nice new demo with a good acid type video part !
PD04 ALF DEMO Featuring the cute character from the TV show.
PD05 AMOS 3D DEMO Shows you some of the effects that are possible with 3d
PD06 ANALOGUE MEGADEMO A great intro & novel demo selection!
PD07 ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray trace
PD08 ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
PD09 ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool !
PD10 ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
PD11 ANIMATORS MEGADEMO A nice new megademo from the Animators.
PD12 AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
PD13 BASS MEGADEMO Great megademo with some housey house music.
PD14 BOB CRAZY A disk filled with Bob demos!
PD15 BRONX WHAT A RUSH Nice new demo.
PD16 BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
PD17 CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
PD18 CHAOS ROCK A fantastic light show based on fractal patterns.
PD19 COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
PD20 CRIONICS MEGADEMO Includes the superb maddona demo and more !
PD21 CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna
PD22 CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music !
PD23/25 ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! (3)
PD26 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects.
PD27 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great!
PD28 DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop !
PD29 DANISH KNOW HOW A classic demo ! well worth getting !
PD30 DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
PD31 DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
PD32 DEVILS LABYRINTH Great new demo with some fab effects, RGB ham plasma!
PD33 DEVILS NO REALITY Another great multipart demo from Devils!
PD34 DRAGONS MEGADEMO An old demo but still one of the classics!
PD35 ELVIRA DEMO An exellent demo of a very good game!
PD36 E P I C Incredble preview to a new game by Ocean, Filled vectors. 1M
PD37/38 ERPLAND (2) Brill kalidescope patterns on this excellent demo !
PD39 FILLET THE FISH Similar to puggs, but not quite as good.
PD40 FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
PD41 FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
PD42 GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video !
PD43 GOLDFIRE ULTIMATE FX Another good megademo from Goldfire.
PD44 HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
PD45 INDIANA JONES DEMO Nice clip of the movie!
PD46 IRAQ DEMO Amusing demo of Saddam meeting President Bush .... Kaboom!
PD47 INTUITION MEGADEMO Includes a very good acid type section!
PD48 KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland!
PD49/50 KEFRENS MEGADEMO VIII Loads of filled vectors and brill music.(2)
PD51/52 KGB MEGADEMO (2) A great house music video & vector drummers.
PD53/54 LAUREL & HARDY Good demo featuring 'The lonesome pine' song. (2)
PD55 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
PD56/57 MAGNETIC FIELDS SPACED OUT (2) demo disk with great music tracks
PD58/59 MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
PD60 MIRAGE MEGADEMO Another good disk, this one copies itself.
PD61/62 MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
PD63 MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
PD64 NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2)
PD64 NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2)
PD66 PHENOMENA ECES A very good demo with a light sourced filled vector !!
PD67 PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
PD68 PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats!
PD69 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD70/75 PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film !
PD76 PLASMUTEX Kickin SoulllSoul music beats plus wild copper and plasma !
PD77 PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music!

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MAIN DISTRIBUTORS

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UPD/F, 20 HOLMESIDE
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PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
PD080 PULLING THE TRIGGER Well laid out set of demos.
PD081 PURE METAL CODERS Present fractal demos disk, very nice.
PD082 QUARTEX SUBSTANCE Superb demo one of those you simply must have !
PD083/4 RAF MEGADEMO A very nice 2 disk megademo! (2)
PD085 REBELS MEGADEMO II An old classic blast from the past!
PD086 REBELS COMA This one is a classic ! the best Acid style video on Amiga
PD087 REBELS SNAP A nice demo with spooky style music track, Popular still.
PD088 REBELS TRIPLE TROUBLE Nice new demo, + some others.
PD089 RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, very good !
PD092 SCIENTISTS 451 MEGADEMO Great megademo with some great soundtracks.
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music.
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
PD095 SHADOW OF THE BEAST DEMO Superb demo of a classic game!
PD096 SHINING VECTOR EXTERMINATOR Exellent demo, incredible new effects.
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
PD099 SILENTS MEGADEMO Old but still up to scratch, vectors and music !
PD100 SIMPSONS BY DECAY With superb animation and a great funky music beat
PD101 SIMPSONS EQUINOX Remix of the song & pics of our favorite hero Bart !
PD102 SIMPSONS FREEHAND Slideshow with funky Bart Simpson music
PD103/4 ST PEPPERS LONELY HEARTS Great 60s syle demo from Brazzle (2)
PD105 TECHNOFLIGHT MEGADEMO Not a bad little megademo.
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD107 TIMEX HYPRA Great demo that looks like a platform game & good music.
PD108 TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
PD110 TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
PD111 UNREAL DEMO Superb graphics & sound in this great demo.
PD112 UNIVERSAL PICTURES Very impressive filled vector demo in space
PD113 VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD115 WARFALCONS PURPLE MEGADEMO Another good classic demo.
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out!
PD117 WRATH OF THE DEMON DEMO Another to show off the machines graphics
PD118 XRAY MEGADEMO A demo in 6 separate parts.
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent

MUSIC DISKS

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised !
PM002 4-MAT CES MUSIC About 10 great songs by 4-mat of Anarchy.
PM003 4-MAT REFLECTIONS 2 Four or Five good songs again by 4-Mat
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk very well presented !
PM006 ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. GET IT
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party !
PM011 AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time.
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc.
PM013 ANARCHY CAPTURED IMAGINATION SOme very nicely presented music by 4-Mat
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of some house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes.
PM016 BEATLES SONIX Lots of Beatles music done in Sonix!
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great Stuff.
PM019 BRUNO'S MUSICBOX II This is great really Funky music with jazz ideas
PM020/21 BRUNOS MUSIC BOX III Some superb jazzfunk music on this 2 disk set
PM022 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter.
PM023 CLASSICAL MUSIC II Another great classical music disk.
PM024 CRUSADERS BACTERIA Great music disk one of the best ever!
PM025 CRUSADERS AUDIOX Another classic music disk, great music.
PM026 DEPECHE MODE MUSIC Nice soundtrackered disk of their music!
PM027 D-MOB MUSIC 3 A Great quality house music re-mix, Really good !
PM028/29 D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house !
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it !
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant !!!!
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brill!
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035 DIGITAL DEBUSSY Great classical music from Rob Baxter, Clair de lune
PM036 DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk.
PM037/39 DO THE BARTMAN (3) The Chart topping song sampled onto three disks.
PM040 ENCYCZ MUSIC DISK NO 1 Great music disk, new!
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (some swearing!)(2)
PM044/45 HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
PM046 GENESIS LAND OF CONFUSION A sample of the well known track.
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) Two disks of music with tape select
PM049 GROOVE IS IN THE HEART Remix of the song by DeeLite !
PM050 JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. Great!
PM051 JUSTIFY MY LOVE Remix of Madonna song plus more mixed in!
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box !
PM053 LSD DONT PANIC Superb new music disk, exellent quality music.
PM054/57 MADONNA VOGUE (4) Sampled remix of the song, good quality sample !
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music!
PM059 MANIACS OF NOISE This is brilliant ! Great stevie wonder type music !
PM060 MIAMI VICE REMIX Sampled music + a digitised pic!
PM061 NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music !
PM062 PAT MUSIC I Collection of fantastic ripped music, by various artists.
PM063 PAT MUSIC II Another great collection of ripped music here.
PM064 PAT MUSIC III Another great collection of songs by Pat. Well cool.
PM065 PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena.
PM066 PHENOMENA MUSIC DREAMS II Second in the series More superb music !
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny!
PM068 RAM RAT III 4 really long songs on this one, very good.
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin music by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game !
PM073 SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
PM074 SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music!
PM075/76 STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great laugh
PM077 TALK TO THE TREES Another very funny sampled music/Comedy track.
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
PM079 TECHNOTRONIX REMIX All of their songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
PM081 TIMECIRCLE MUSIC More Commodore 64 style music. Very good
PM082 VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter
PM083 ZARCH 1 Great music tracks inc, Itsy bitsy,oh no Timmy Mallet ARGHHHH!
PM084 ZARCH 2 Another great pack of exellent tunes!
PM085 ZARCH 3 More good quality tunes on this compilation.
PM086 ZARCH 4 This is the latest disk, good quality as usual.
PM087/88 HIS MASTERS NOISE Mega new music disk by Mahoney and kaktus ! (2)

SLIDESHOWS

PS001 ADDAMS FAMILY The Addams family started when Uncle Fester ....
PS002 ADVANCE HAM A collection of brilliant digitised pictures with music
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter.
PS004 AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek.
PS007 AGATRON 12 Some more great pictures on this new disk.
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft.
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc!
PS010 AUSTRALIAN SLIDE Lots of pics of Australia in 32 colours.
PS011/12 BORIS VAJELIO (2) Pictures digitised from works by the Artist.
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality
PS014/15 BUTTERFLIES (2) High qulaity slidshow of butterflies, by WS
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad!
PS018 CHRIS HILL Great pics from a great artist!
PS019 COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
PS020 CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
PS021 DARKLORD SLIDESHOW Lots of pictures in the Darklords style
PS022 DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
PS023 DEMONS III A quality slideshow from C-Dryk of Demons, with music
PS024 DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk.
PS025/26 DIVINE VISIONS (2) A slideshow of Mythylogical gods with music
PS027 DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks!
PS028 FENN TASTIC VOL 1 Picture show of Twin peaks star Sherlyn Fenn.
PS029 FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi (2)
PS030 FRAXION FUTURE VISION Great fantasy slideshow especially for lo res.
PS031 GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY_TRACE High quality ray traced pictures by a german artist.
PS034 GRUSEL SLIDE Eerie fantasy slide from Germany, unusual.
PS035 HARRY ENFIELD SLIDESHOW A slideshow of Harry Enfield & Smith & Jones.
PS036 HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.
PS037 HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures
PS038 HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures.
PS039 INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
PS040 IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more!
PS041/42 JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2)
PS043 JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, Joe/scx
PS044 JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
PS045 KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
PS046 KIM WILDE SLIDESHOW Lots of pics but mainly in black & white.
PS047/48 MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (2)
PS049/50 MADONNA DICK TRACY SLIDE Quite nice slideshow, (2)
PS051 MILLER LITE Pictures and music from the TV advert for Miller Lite
PS052 NAGEL PICTURES Great hi res pictures from a famous artist.
PS053 NAPALM DEATH SLIDE This one is for over the top moshers only!
PS054 NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
PS055 NASA SLIDES 2 More pictures, this time viewed from space. good !
PS056 NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 4096 colors
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS058 NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
PS059/60 NIGHTMARE ON ELM STREET SLIDESHOW great for all you freddy fans (2)
PS061 NIK WILLIAMS Some very well digitised pictures from the pictureware.
PS062 NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I Slideshow on various subjects very nicely done.
PS065 PHOTOMONTAGE II Another great slide of various subjects.
PS066 POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & PSB
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
PS068 ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS071 SPACE BUBBLES Great fantasy art pictures in interlaced ham.
PS072 SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Mega!
PS073 SUN CONNECTION SLIDE Great ray traced pictures on this disk.
PS074 THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
PS075 TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
PS076/77 TERMINATOR II SLIDE Great slide of a great film! (2)
PS078 TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
PS079 VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
PS080 VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
PS081 WATERSHIP DOWN Cute side of those rabbits, great for the kids.
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !
PS085 YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred ....

MUSIC UTILITIES & MIDI

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores.
PT003 ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping programs
PT004 ASSASSINS AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series.
PT006 DELUXE MUSIC DATA Some scores need midi synths, (needs Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Also handles sampleS
PT011 KAWAI K1 Editor for changing your patches on your keyboard
PT012 KAWAI K4 This is similar to above, a patch editor for K4 synths.
PT013 MED 3.2 Very latest version of this superb sequencer. Great !
PT014 MED MUSIC DISK Some nice med music on this disk
PT015 MIDI DISK Contains lots of useful midi programs for synth owners
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to a stand alone program.
PT018 PERFECTSOUND SAMPLER Nice sample edit program with some samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details.
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer everybody uses this one !
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025 ST-90 SAMPLES DISK Studio quality samples. loads !
PT026 ST-91 SAMPLES DISK Studio quality samples. Bass, snares and more
PT027 ST-92 SAMPLES DISK Studio quality samples. drums, and more
PT028 ST-93 SAMPLES DISK Studio quality samples. BRILL !
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.

AMOS PUBLIC DOMAIN

APD002 TREASURE SEARCH Find the buried treasure in this fun game
APD052 FORMS REALLY UNLIMITED a Great form designer program.
APD062 ARCADIA A nice version of the popular breakout game
APD076 RAINBOW WARRIOR Paint with coppers and save them out!
APD083 AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 REVERSI + SNAKES & LADDERS 2 well known games
APD096 PAIR IT Match the cards to make a pair,easy to play 1mb
APD097 DYNAMITE DICK Nice little amos game+ living slideshow
APD103 PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD104 PICK UP A PUZZLE Datadisk for above.
APD109 WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 BALLOONACY Good version of the classic 'Bomber' game.
APD130 THE WOODEN BALL A shareware game 1mb
APD132 FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 SIMON & SPACE MATHS 2 educational games on this disk.
APD137 TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 SPANISH TUTOR Good if you need to learn Spanish
APD139 MASTER RACE A quiz game set in outer space
APD148 DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 MISSILE COMMAND Nice version of the old classic!
APD166 PICK UP A PUZZLE Datadisk 3
APD167 JIGMANIA Datadisk 1 (needs LPD13)
APD176 DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180 DUNGEON DELVER Roam round mazes collect keys etc (2 disks)



ALL PUBLIC DOMAIN DISKS ARE NOW ONLY 99p WHEN YOU ORDER TEN OR MORE !

APD181 DUNGEON DELVER DISK 2
APD182 PIXIE KINGDOM Another good exploration game on 2 disks
APD183 PIXIE KINGDOM DISK2
APD190 BLACKBELT Chop the blocks in this martial arts game
APD198 BOMBS FROM BAGDAD/PRODIGAL SON
APD205 R-DRAW 1.48 Another well laid out drawing package.
APD219 JIGMANIA Datadisk 2
APD220 JIGMANIA Datadisk 3
APD221 AMOS BINGO/CRACK THE CODE 2 games on this disk.
APD229 AMOS MULTIPAINT Another Amos paint program!
APD230 AMOS ASTEROIDS Four versions of the asteroids game.
APD231 AMOK Your robot is trapped in a strange world 1mg
APD237 SHAPES Very nice little puzzle game.
APD238 A.I.M. A picture convertor & image processor!
APDD254 HOBBS GAMES Crapman, Battle, Adrian & 80+ 4 games.
APD257 CASSETTE LABELLER + MIXED SOURCE Make your own cassette labels
APD271 WIZARDS DOMAIN Nicely done graphical adventure game
APD284 AMOSAGRAM Nice anagram program.
APD292 WAR OF THE FOUR A shareware graphic adventure game
APD 293 GRAND PRIX SIMULATOR Not a race game,more of a simulation.

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LPD1 COLOURING BOOK Colour in the nursery rhyme pictures
LPD2 ARC ANGEL MATHS An educational game to help kids with maths
LPD3 GALLEONS Follow up to the popular dogfight II game.
LPD4 THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD5 JUNGLE BUNGLE Icon driven adventure game for the kids
LPD6 PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD7 FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD8 WORK & PLAY 3 really good educational games on this disk.
LPD9 AMOS ASSEMBLER This disk requires AMOS to run.
LPD10 THE WORD FACTORY Great program helps the kids to spell
LPD11 GO-GETTER A card game where you have to pass go.
LPD12 HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 REVERSI II New improved version of Reversi
LPD17 DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 TOUCHSTONES An Ishido type game played with tiles
LPD19 X-IT-50 Shoot objects across the screen
LPD20 WORDY A basic Amosware wordprocessor program, quite good
LPD21 QUINGO Great quiz game in which you play Bingo
LPD22 LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 ESP Collect the letters ESP
LPD24 SHINING WAY OF KUNG FU 2 disk game with good graphics(5.50)
LPD25 THE MISSION A great text adventure written in Hisoft basic
LPD26 CYAD Collect the diamonds in this puzzle game
LPD27 FLOWER POWER grow flowers before bugs munch them away.
LPD28 BUDDBASE Simple to use database with tutorial
LPD29 BIG TOP FUN 4 great educational games for younger children
LPD30 SHYMER Nursery rhyme adventure game for young or old.
LPD31 CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 INVOICE PRINTER Quick production of invoices on paper
LPD35 T-TECDRAW Technical drawing program with print facilities
LPD36 FRACGEN II Great fractal program generator
LPD37 ROCKET MATHS Help children in maths with this game
LPD38 AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 MAGIC FOREST II Great sideways scrolling platform game
LPD40 SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 RESCUE A 3D adventure game done with 3D construction set
LPD42 X-STITCH Print out pics for embroidering, with documents
LPD43 LAZERZONE A very nice shoot em up game.
LPD44 FORMULA ONE CHALLENGE Nice road racing game.
LPD45 MUSIC BOX A music program for children of 7 upwards.
LPD46 MAGPIES CLIPART Lots of clipart, unavailable elsewhere.
LPD47 DIRTY CASH An exellent fruit machine program.
LPD48 SPARX'S STOCKING FILLERS 3 great seasonal Xmas games!
LPD49 MARVIN THE MARTIAN A maze type game, collect keys etc!
LPD50 MAGPIES CLIPART 2 More clipart, Animals, People, Food etc!
LPD51 MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 LC24/200 FONTS Same as LPD22 but for 24 pin printers!
LPD53 MAGPIES CLIPART 3 162 pieces, Xmas, People, Scenes tools etc!
LPD54 MAGPIES CLIPART 4 169 pieces, Cartoons plants Insects birds etc!
LPD55 SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 KIDDIES CLIP ART New in not yet reviewed !
Call for latest LPD Titles !

All the staff at NBS, Blitterchips, Vally and Start wish you a very Merry Christmas and a Happy New Year !

ALL the disks listed above are available from ANY of the four UPD distributors. If you see a disk reviewed in this magazine just give us a call ! Chances are we've got it.

So remember, If its service and quality you're looking for then look no further ......

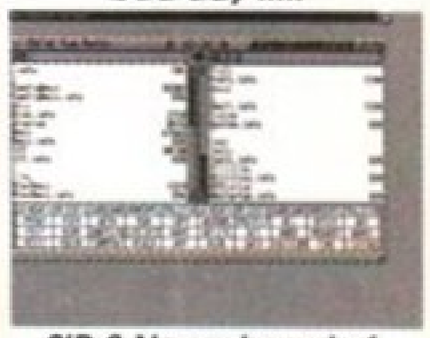
United Public Domain Distributors - The No.1 Choice !



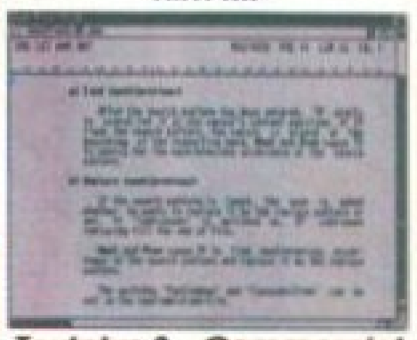
Come for a 'Joyride' with Phenomena !



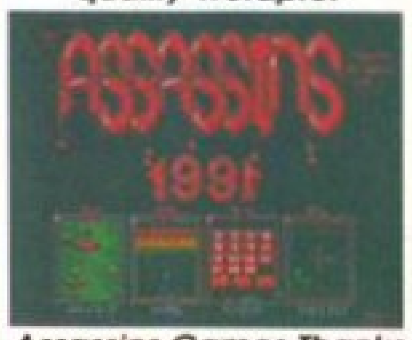
Adam at START on a bad day .....



SID ? Never heard of him ....



Textplus 3 - Commercial quality Wordpro.



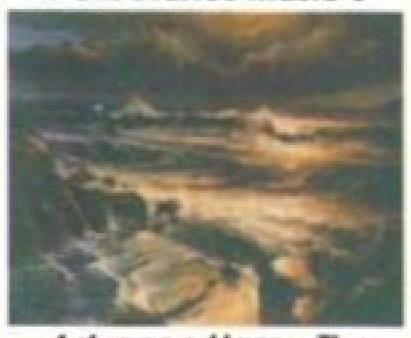
Assassins Games.Thanks to Telebug & Arty !!!



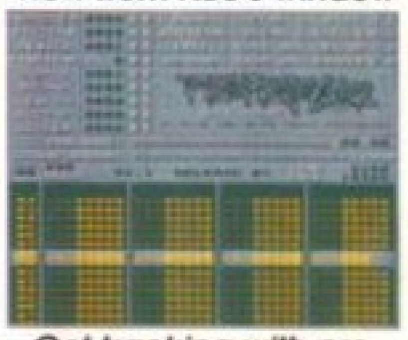
German Ray-traced Slideshow. Yum !



Steve on his way to work Brunos Music 3



Advance Ham - The view from NBS's window



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ACC17

AMIGANUTS

Yet another disk in the series for budding machine coders everywhere. The Amiga Coders Club has finally got off the beginners tutorials and is now tackling more serious subjects like testing the hardware for 50Hz or 60Hz, writing 3D vector ball routines and simple text/screen printing. There's also a quick run down on how to use DOS routines in your own programs and more. Novice coders: miss this at your peril.

DISK LOCK V1.0B

AMIGANUTS

Xavier LeClerq, intrepid virus hunter and author of the *Master Virus Killer*, has taken some time off to create this useful utility. Have you ever been cautious about sending an example of your programs, in case somebody rips off your work? Read on!

DiskLock can take a standard AmigaDOS disk (it must be no more than 95 per cent full – the program needs some space) and encrypt it with a password. When you boot from the disk, you must enter the correct password or you can't continue with the program.

The clever bit is that the whole disk is encoded, and reads 'Not a DOS disk' when you try and look at it from Workbench. All right, so a hardened hacker could still get at the programs, but it does prevent casual rip-off merchants from taking your latest creation.

THE NEW SUPERKILLERS

PD SOFT V391

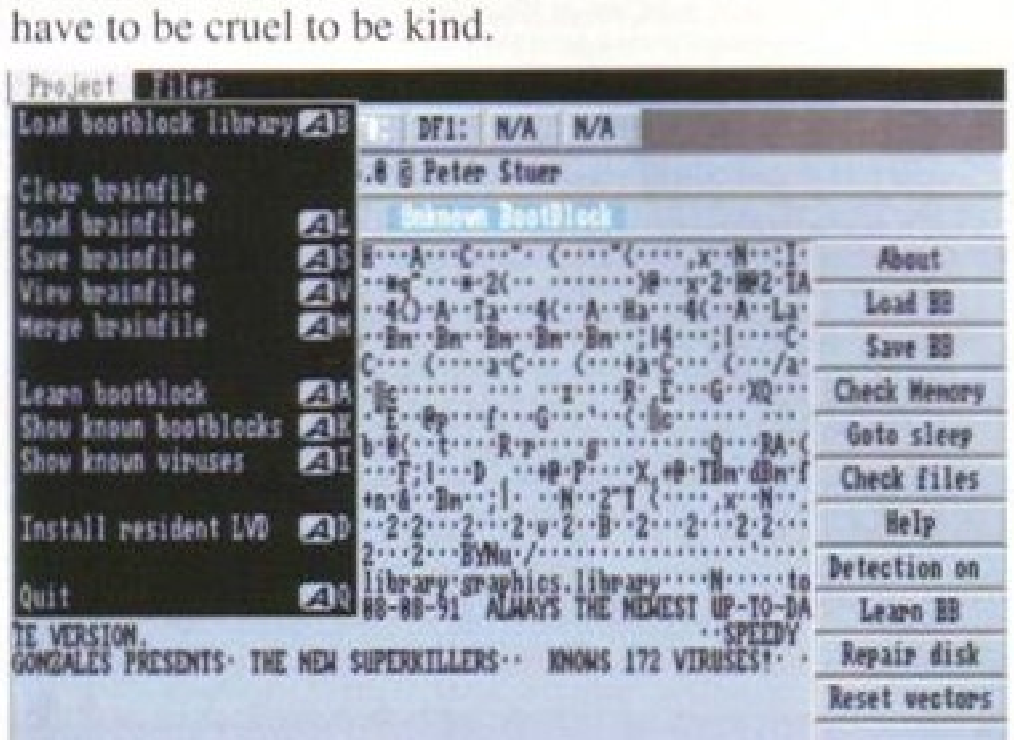
This is the latest in a series from Norway – by Erik Lovendahl Sorenson to be precise. It's a regularly updated disk, containing the best in PD virus killers.

There's *Virus Checker 5.26*, which can look at different disks (including hard disks) for file viruses, and the excellent *BootX 3.80*, for boot block viruses. *BootX* can also save boot blocks. If you do this for your games, and a virus overwrites the game's boot block, you can put the original back again – handy!

In addition, there's *VT2.28*, a German virus checker (but you can pick out most of the features even if you don't speak the lingo). Finally there's that old fave, *ZeroVirus 3*, with the update five brain file.

The disk can detect 172 different viruses. However, there are a couple of points to remember. First, you have to use all the virus checkers to get that good a detection chance. Second, every *Superkillers* disk has a virus on it! It's a BGS9 type, which means that it's easily detectable by the virus checkers on the disk.

The reason why it's there is to make you look at the documentation (the virus is named 'See Important', the name of the doc file) and also to be paranoid about all disks. It's a nasty way to do it – but sometimes you have to be cruel to be kind.



BootX is excellent for checking different boot blocks, and can also record the boot blocks from commercial game disks – a useful back-up if a nasty virus overwrites them.

TOP 10 Classic Games

Pat McDonald looks back at the best that the PD has produced over the past years. Whether you're an arcade freak or a strategy type, you'll find something to insert here

1 SEA LANCE

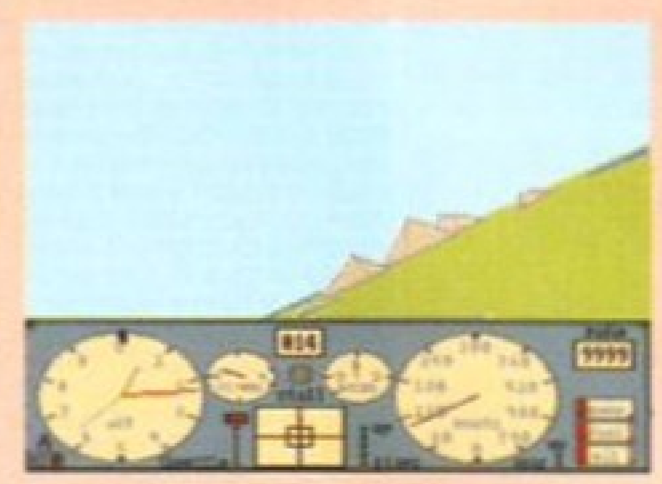
As reviewed this month, *Sea Lance* is one of the best stabs ever at making a submarine simulator with a sophisticated background that's easy to play. Great fun if you like launching nuclear missiles in a good cause (sick, am I not).

2 AIR WARRIOR

An odd PD program, *Air Warrior* is a flight simulator of World War I and II aircraft. Although it's fairly boring as it is, you can link into the network with a modem and compete against whole squadrons manned by human pilots. Great fun if you have a modem, so-so, though, if you don't.

3 LLAMATRON

Jeff Minter's stab at producing a *Robotron* clone, *Llamatron* has lots of strobe effects, genuine arcade noise and the hairy mammals commonly associated with Minter's work. There are 100 screens of absolute non-stop blasting that has had the whole world straining at their joysticks. There are, though, a couple of bugs in two-player mode though.


4 MISSILE COMMAND

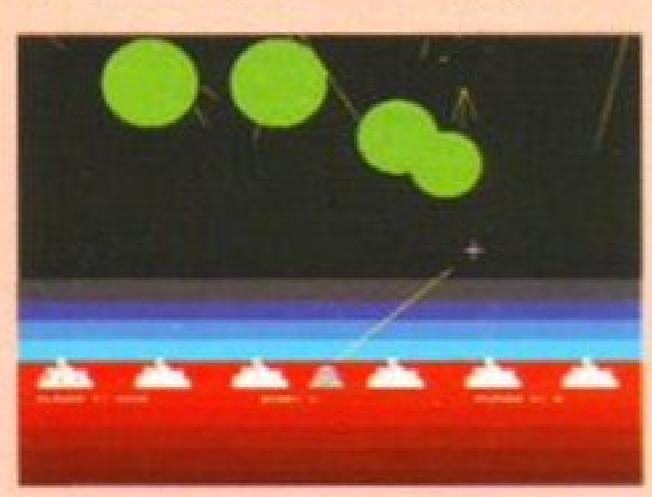
Max Bithead's attempt to recreate the old flashing screen full of incoming nukes is just as playable as the original. Featuring some interlace graphics that aren't that flickery (for once) and a mean line in sound effects, it's become very popular all over the place.

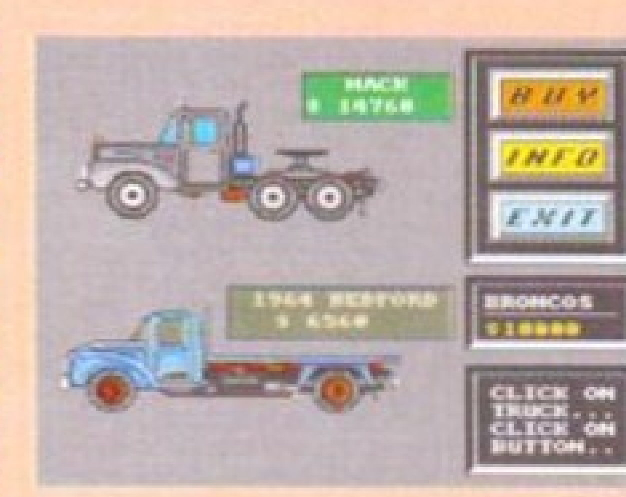
5 PLAY IT SAFE

Not strictly speaking a game at all this. It's more of an educational program for young children, teaching them about the common dangers found in every household. It uses a point-and-click system that's very slick and easy to master. One of the better (and more useful) pieces of educational software around.

6 TRUCKIN'

Australia is so big that it needs a huge fleet of transport vehicles to keep it running. *Truckin'* is a simulation of running your own Aussie transport company. Start off with one rig and try to meet contracts as fast as you can. Not an easy game to win, because there are plenty of random elements – but quite satisfying when you make a payoff.





7 TINY BALL

Surely the smallest game ever written, *Tiny Ball* crams the whole game of baseball into the weeniest space. It's played on the Workbench screen (useful for when your machine is tied up ray tracing or whatever) and uses the mouse entirely for control. Cute and lots of fun.

8 DIRTY CASH

The best fruit machine simulator ever, *Dirty Cash* lets you pit your wits and reactions against those spinning reels. Full of features found on real arcade machines, it's an addictive pursuit to try and beat the system. It also records an on-going jackpot plus record winnings to disk too.

9 MAGIC FOREST

The best arcade game to be written with AMOS, *Wilf II* (Wilf isn't bad either) has a standard plot: "jump and run to collect the apples". Playing it is a different story though, as the bad guys tend to have you more often than not. Requires a lot of joystick skill to do well.

10 INSIDERS CLUB

Ever wanted to play the stock market? You know, buying shares in companies, launching a takeover bid and reissuing shares? This game lets you do all that and more. You can read the incoming futures markets, make calculated decisions on share prices and even 'cheat' – get some inside information from the *Club* itself. Fun, if difficult.

CUT, TICK & POST.....CUT, TICK & POST

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VARIOUS UTILITIES

- **V016 FISH TANK SIMULATOR** A program that simulates an aquarium. Visually pleasing.
- **V023 APPOINTMENT CALENDAR : NAG** An Electronic appointment calendar for the Amiga
- **V024 BANKN** Will allow you to keep track of your bank accounts in perfect balance.
- **V028 SPELLCHECKER** Current glossary contains over 9,000 words. more words can be added.
- **V029 HOUSE HOLD INVENTORY** Means of maintaining all your House hold possessions.
- **V041 DPAINT ART** Conatins loads of pictures for you to mess around with.
- **V048 TV GRAPHICS,VIDEO GRAPHICS (8)** Packed with background screens for your video production, other utilities, Different types ofgraphic styles, peel - takes an IFF Picture peel down the screen, showfont & Loads more.
- **V086 VIDEO PRODUCTION (2)** Both disks are Packed with video & genlock utilities.
- **V090 PDS UTIL'S No 1 :** D-Copy, Music grabber, Slideshow maker & picture ripper.
- **V099 DPAINT ART II** Conatins loads of pictures for you to mess around with. The second disk
- **V108 AMIBASE V3.76** This is the Most popular Amiga Database. Very good
- **V109 PRINT STUDIO** Excellent for printing pictures or text. For Printer users. An excellent program for all printer owners. inc other utls.
- **V131 C-LIGHT** This is the most well known ray tracing proram on the Amiga to date.
- **V169 RIPPED MODULES COLLECTION** full with Music & Samples, Excellent module collection (10)
- **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options. Includes search disk
- **V193 THE EMULATORS** Covers Various (2) Formats which includes **CBM, IBM-PC & ST** (IBM & ST Programs requires two disk drives.
- **V194 M.R.BACKUP HD** An excelient Hard disk back up program. Backs up all or any part of the drive.
- **V195 GRAPHIC CHANGE** Exchange graphics Between Atari St/PC Graphics to the Amiga.
- **V210 ARP (V1.3) WB1.3.2** Install to speed up your Workbenchs operations. replaces some commands on your workbench disk.
- **V215 DISKMASTER V3.2** Copys files from one disk to another. **DISKSALV** corrects & repairs
- **V259 MED** Brand new version & Includes Med songs. **(2)** Disk 2 packed with Med modules.
- **V261 TEXTPLUS VERSION 3.0** This disk is not just an update butcompletly New Word processor.
- **V262 DUPLICATION & BACKUP:** Super Duper,Turbo copy, Sanity copy & PCopy. Four new copiers to backup your originals for save keeping.
- **V263 DRAWMAP3D V3.2b** Generate flat Globes, Orbital & Mercator Pictures of the Earth.
- **V267 FRACTALS V2.1** Fractal Generator that generates various different Styles of fractals.
- **V268 AMIGA VENTURE CREATOR : ADL** The Adventuedefinition Language program
- **V273 FRACTAL CONSTRUCTION SET** used to generate various fractals
- **V274 DICE C SYSTEM (2)** Dillons Inter-grated Enviroment system. V2.06.15
- **V276 DISKPRINT V2.7** Prints labels for 3.5 disks, Primarily for small PD Library
- **V277 FORTRAN -77** V1.3c Compiler, linker & run time support library. F470
- **V279 CROSSWORD CREATOR** A program that creates crosswords. UPDATED VERSION.
- **V280 BUDGET** A program to help with managing personal finances. V1.302
- **V284 MCAD PROGRAM** The Object Drawing Program for the Amiga.ie CAD
- **V285 EDUCATIONAL:TYPING TUTOR** A Simple tutor which measures speed.
- **V286 DKB RAY TRACING PROGRAM** New Tracer with excellent Effects (3)
- **V291 POSTSCRIPT INTERPRESTER V1.5** An excellent Post script Interpreter for the Amiga
- **V294 ED'S MED MUSIC MODULES** Theres various music modules an excellent.
- **V298 NORTH C V1.3 (2)** Unpacked Version of the best c programming program.
- **V301 EYE OF THE BEHOLDER HINT BOOK** Inc Maps, Strategy & Solution.
- **V304 CHAOS STRIKES BACK HINT BOOK** Inc Maps, Strategy & Solution.
- **V306 A-GENE V3.125** Lastest version of the Family Tree program. reviewed in CU Amiga.
- **V307 VIDEO TAPE DATABASE PRGRAM:** Catalogue all your video tapes on a database.
- **V311 JACK NICKIUS COURSE DISKS (5)** Various New courses for the Golf Game.
- **V318 PRO TRACKER V1.18 & SOUND TRACKER V2.6** The Lastest & best versions these's programs.
- **V323 ANALTICALC SPREAD SHEET (2)** At last a new version that works. Excelent disk.
- **V327 SOUND TRACKER CONVERTER** Converts music modules in executables.
- **V329 MESSY SID** Converts/Transfers Amiga Text to and from any IBM PC disks/Amiga.
- **V332 AMIGA PUNT PROGRAM** Horse racing prediction program for the amiga.
- **V333 KING JAMES VERSION OF THE BIBLE** Packed on four amiga disks **(4)**
- **V338 TRANSFORMER V3.3** This is the Latest version of the IBM Emulator disk.
- **V339 SPECTRUM EMULATOR DATA DISK** 1: Adventure Classics needs v216 or V443
- **V341 CLIP ART COLLECTION 2:** Eight more disks totaly packed with excellent clip art. **(8)**
- **V349 SID (V1.06)** Replaces the CLI command line & makes life every easy. recommended for all
- **V350 BUSINESS CARD MAKER** Design your own Business cards on the Amiga
- **V352 RADISH HOUSE MUSIC SAMLES III & EMF SAMPLES** More Sampled sounds **(2)**
- **V354 PDS UTLITIES No 13** Free Copy, removes protected games copy protection so that the user can install them on his/her hard disk. VMK, Another new virus killer. Disk-Cat, Can creator your own disk catalogue. Scenery, creates some excellent fractal based land scapes. Nuke, Kills the Latest virus.
- **V358 GENESIS LANDSCAPE** Sculpt or mould any landscape fractal. various types (FF501)
- **V361 PDS UTIL'S:14** Music based collection this time, The latest mod convert program, The New Noise Player program, The Latest Multi Player program, which will play various modules not just one type. Some modules for most music programs, & new instruments.
- **V362 PLAYING MODULES COLLECTION** These's disks are very well presented. (3)
- **V366 600 BUSINESS LETTERS** There are over 600 Standard business letters on this disk. Can be used as they are or insert some parts into your own letters/text.
- **V375 (ST-53/60)** Terminator, Running Man & Predator Samples & sound Fx. **(8 Disks)**
- **V389 QUICKBENCH** Loads as workbech & your machine resets workbench reapears.

MORE UTILITIES

- **V390 DESK TOP PUBLISHING PROGRAM** The first amiga PD Desk Top Publishing program. Encludes various extra features over the old Word processor, Test Editor, Grapics editor & loads more.
- **V391 THE SUPER KILLERS:** This is the best virus killer disk to date kills over 194 virus and may be more, Includes Various excellent killers such as Boot X, can install loads of oot lock protections and more. Virus Checker V5.26 (Hard disk virus killer & good file checker).
- **V392 AMICASH** The best bankin program that i have ever used on the amiga. easy controlls.
- **V393 PDS UTL No 15:** Boot Games, The idea is to install one of two games onto your disks bootblocks. Brackout and Breaker, very simple to use. BootGen, Another booyt block program. BootPic, This program will install any IFF picture onto your disks bootblock, very easy to use. PaulCopy, Simple, quick and easy diskcopy program. ScreenJoeger, The idea is to load any picture or program and then reset your amiga, load this program and save the memory/picture as an IFF picture. Trainer Maker.
- **V394 CHEMESTETIC** is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine
- **V395 UEDIT V2.6h** This is a shareware word processor editor with various learn modes, a command language, menu customization, hypertext, on line help, a teach mode, split windows, copy & paste, undo, features.
- **V396 PDS UTL No 16:** Dataeasy, Excellent database program which needs NO CLI knownage to use, nice menu driven system. LandScape, drawning program based around a landscape
- **V397 MANDELBROT ADVENTURE KIT** a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens.
- **V398 MED MUSIC MODULES No 2** Another collection of tunes for use with the med prog.
- **V399 PDS UTIL'S No 17** Stitchery is a patien program & **sMovie** a video production scroller.
- **V400 RAY TRACER CONSTRUCTION KIT** Anonther ray tracer for the amiga computer.
- **V401 WINDOWBENCH V1.0 (2)**his is an excellent Workbench replace an is styled in Amiga Workbench II form, RecomMended.
- **V403 AMOS UPDATE V1.32** The latest update for the program Amos.
- **V404 HAM RADIO** Various utilities for the Ham Radio user. Excellent utilities packed **(6)**
- **V410 PDS UTIL'S No 1: PRINTING UTILITIES** Various utilies for any printer user, theres some excellent programs here like, **PPType**, PPShow, ABFD, View, **Tiny Print**, Takes a text file and when printed through this program the text comes out very small (To the printer). **PPMore**, Font List, Extract, PrintFont, **FastJet**, A program for Deskjet 500 users you want to use the resolution enhanced graphic set. **GWPrint II** .
- **V411 NCOMM V1.921** The latest version of that excellent Modem program. On of the best Modem programms on the Amiga.
- **V413 WORKBENCH 2 & WORK STATION** This is not just another workbench clone. It's a collection of utilities with the Workbench theme. Contents of the disk are as follows, DMouse, 8 Colour Wb, My Menu, Xicon, pointer Anim, WBKalied, XColour, MegaWB, Exploding Windows, NewLock, weasel & Rubme. All will enhance work current Workbench in different ways. **(2)**
- **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
- **V417 SUPERBENCH & EXTRAS** An excellent repl-acement disk with more utilities than the original WB **(2)**
- **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
- **V422 C: COMMANDS** This disk is filled with utilities which can be used in any Startup-sequence
- **V424 PDS UTILITIES No 18** Another collection of utilities by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system. **WBLook**, Another epiacement window program.
- **V429 DIGITAL MARKETING DEMO MAKER** A new demo creator and not by Red Sector (2)
- **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
- **V435 COMBENCH V1.0** Excellent Extra utilities forthis Workbench replace production.
- **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
- **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. **(4)**
- **V443 SPECTRUM EMULATOR V1.2 By KGB** Various new features but the main updated feature is that it now has sound ability.
- **V444 PRINTER DRIVER UPDATE DISK III** Another update to our printer driver collection. now contains instructionon how to install them.
- **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program.
- **V446 JACK NICKLAUS COURSE DISK 7** Another collection of courses for use with the J N golf Game. requires the Original game.
- **V448 V448 / V453 - HOUSE MUSIC SAMPLE COLLECTION** These disks can be sold seperatly, titles are Shamen Samples, KLF Saamples, Bomb the Bass Samples, C & C Music factory samples, Radish samples SEPT & Electronic Samples. (6 Disk Pack).(ST-68+)
- **V455 LAND BUILDER** A fractal generating program to generate landscapes.
- **V456 LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended.
- **V457 PDS UTILITIES No 19 - BOOT X V4.03** The best Virus killer just got better. It now reognizes 260 boot blocks & is kickstart 2 compatible. **FLAST COPY** Excellent copyier & **System information**
- **V458 NIB COPIER** Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.

NEWSFLASH EUROPE

THE NEWSFLASH Magazine is Packed with Editorial & general news, Software News & Reviews, Hints, tips, Entertainment & a creative section, **(2 disk collection.)**

UTILITIES ON THIS MONTHS ISSUE : 21

IFFCon - Converts IFF pictures to workbench icons. **Imploder 4.0** - Executable file compressor. **Deplode** - Uncompresses Imploder exe. **Last hope** - recovers deleted files. **Sys Info V2.36** - displays your amigas complete information. **Beermon** - Complete monitor. All utilities come with full instructions

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MEGA DEMOS

- **1578 THE SILNTS - GLOBAL TRASH** A Truly superb interactive demo. One of the best.
- **1618 KBG MEGA DEMO (2)** This disk is totaly brilliant & realy well presented mega demo. (2)
- **1746 ANARCHY - INPIRATION IS NONE** Latest & the best ever mega demo from one of the best Amiga demo groups. Inc Anim
- **1748 THE SILENTS - ICE MEGA DEMO** This is there latest mega demos & is totaly stunning.
- **1767 GOLDFIRE - ULTIMATE FX** There's some excellent demos lately & here's another.
- **1768 DARKNESS MEGA DEMO II** Another well done mega demo disk. Excellent disk.
- **1947 THE SILENTS - FRANCE MEGA DEMO** This is our demo of the month. Recomended by us.
- **1957 ALPHA OMEGA** The Pure Metal coders present this live and direct from CNN
- **1976 ANARCHY - DIGITAL INNOVATION** Another classic mega demo from the Anarchy production live. Do'nt be surpriced to this in AF or CU Amiga.
- **1980 VIRTAL WORLDS MEGA DEMO**
- **1985 THE REBALS - THE THING** This is the latest Rebals Production and is excellent.
- **1987 THE DEVILS - NO REALITY** Loads of sections and excellent music.
- **1988 RAY OF HOPE II** This is one of the best graphical mega demos we have seen he at PD-Soft. **DEMO OF THE MONTH SEPT 91.**
- **1992 GHOSTLEY SPREADERS** Very impressive 1st mega demo. Excellent Music & Graphics.
- **1993 SUBCONSCIOUS DIMENTION** An excellent display & music selection. Very Good.
- **1994 BASE - SUBLIMINAL VISION** Superb Interactive Graphics & brilliant sound.
- **1995 KEFRENS - GUARDION DRAGON** The latest production from this great group.
- **1996 W.H.A.M - NEW VECTOR DEMO** Nice looking production & excellent music selection.
- **1997 DEVILS** - Another excellent production.
- **1999 DREAM DEALERS - TRAILS OF A DREAM** Superb product by the Dream Dealers
- **2006 AERO 91 - OVER DIMENSIONS** Neat demo with plenty of effects & cool music.
- **2028 IBB - MANGAD** This production has been voted **DEMO OF THE MONTH** by all here at PD-Soft. Excellent Sound, music & Grpahics.
- **2043 PHENOMENA - OBVIOUS DISASTER** More excellent effects with neat scrolling. Great
- **2100 CHAOS - FIRE CREW** Another excellent inter active mega demo with strange effects
- **2101 PANIC - 1000 WASTED DREAMS** A great new production from the guys in Panic.

STAR TREK SECTION

- **AT03 NCC 1684 Reliant** Shutle fly by. **F15 Jet Anim** By Allen Hastings. **NCC-618 Nelson.**
- **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing. **NCC-1864 reliant** Very good
- **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A**. The classic animation.
- **AT14 GRABBER WORKBEE** lands on the Enter-prise Ship. Anim & another NCC 1864 Reliant.
- **AT16 THE STAR TREK** Animation of the bridge & various pictures from the films Star trek
- **AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**.
- **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
- **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
- **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
- **AT26 THE SHIP** Animation rocking at sea. Star Trek animation **NCC 1701-A** Dry docking.
- **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
- **AT34 LEAVING SPACE OFFICE** Animation , **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
- **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
- **1081 THE UTLTIMATE STAR TREK** Game by Tobias Richter. v1.0, requires 1Mb & (2) disks
- **1107** Star Treking Song (2,2DD)
- **1254** Star Trek The Shoot m Up game
- **1696** The Star Trek trivia quiz game
- **1835** The New Star Trek Game (1Mb)
- **2031 STAR DREK MUSIC (2)**
- **2033 STAR TREK MEGA DEMO (2)** T.Richter presents a Mega demo of Star Trek pictures.
- **SMAUG120** The Star Trek the game by Eric Gustafson US inport reqires 1Mb and (2) disks
- **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (3) disks
- **AMUSE19 TREK73** A strek trek Battle Simul-ator where you can attack klingons & Romulans
- **V367 STAR TREK INFORMATION** A Data base of all the original series. Very Detailed.
- **V446 STAR TREK SAMPLES** Various sound from the Cast of Star Trek. original

DEMOS

- **1698 REINCARNATION OF SGT (2) PEPPER** Freaky colourful graphics. Reviewed in AF26
- **1740 DRUMS & PIPES** Music collection high Quility sound not to be missed.
- **1741 KLF MUSIC DISK** Sator presents this great music disk production disk.
- **1750 PINK FLOYD** Another brick in the wall animation. reviewed in most manazines **(6)**
- **1762 TERMINATOR II SLIDE SHOW** There's some excellent pictures from the film **(2)**
- **1772 HAM PICTURES** Totaly stunning graphics are stored on these disks (3)
- **1809 FRACTALGEN SLIDESHOW** An excellent collection od Fractal based pictures.
- **1854 WRESTLEMANIA VII (2)** All the Stars of the WWF battle it out on computer disks.
- **1866 SEGA ADVERT REMIX** Very funny sample of a remixed Sega advert.
- **1867 THE KLF EXTERNAL STEREO REMIX** One of the better house music disks. Stereo
- **1951 CRYSTAL SYMPHONIES BY PHENOMENA** Anonther excellent production, recomended.
- **2004 TECHNOTRONIC MIX (1Mb)** The Beat Factory Presents this excellent Megamix.
- **2010 ELVIRA II PREVIEW** Take a look at the lastest game before the forth coming release.
- **2012 DUNGEONS OF EVALON** A preview by A-Cron & Cyberstyle. Excellent Game man.
- **2013 AGILITY** Animation
- **2021 VIETHNAM CONFLICT** Animation
- **2030 JESTER - SONIC BOOM** An interesting music collection by Jester.
- **2035 BUNSEN BURNER** Anim of a jet dodging through Fractale Mountains.
- **2037 ENIGMA - SADNESS 1** Another cover version of a spectacular music dance track.
- **2042 STEVE WRIGHT** - two more arnie Adverts titles Total Re Heat & Total Re print.
- **2058 I'M TOO SEXY** A sampled versionof Right said fred hit record. (2)
- **2064 DIET COCA COLA ADVERT** Animation sequence taken from the TV Advert.
- **2072 AMPLIFIER II** Excellent follow up to the original . Excellent music disk collection (2)
- **2074 LANDING SEQUENCE** An excellent 4Mb animation mcreated by Tobias Richter (4)
- **2078 WWF PICTURES** Slideshow (3 & 1mb)
- **2081 KNIGHT MOVES** An excellent display of Knights fighting requires 2.5Mb (3)
- **2084 TERMINTOR II** sample & pictures
- **2091 KICK OFF III** Slideshow from the game
- **2099 PSYGNOSIS - HISTORY TRIP** Pictures from all of there excellent computer games.
- **2105 QUAD - DEATH BY STERO** Excellent looking music disk from the group Quad.
- **2107 TBB - SLAIKKARI II** Party Slideshow (2)
- **2110 TARROT II (2)** Excellent prohram with 2 disks

GAMES SELECTION

- **SMAUG149 MORIA** V3.0 Excellent role playing game with new improved graphics.
- **1367 BLACK JACK** A Superb version of the board game Black jack. Conains all the normal features.
- **1420 DTRIS** Played Tetris Well, This is the best version to Date (With 2 Player option)
- **1454 MEGA BALL** (THE BEST ARKANOID GAME,Better that any Full Price Games).
- **1486 SOLITAIRE & SOLITAIRE ROYAL** Two very excellent & addictive card games.
- **1534 THE HOLY GRAIL** Text adventure simular in styleto the inforgam games.
- **1561 TRITWIS** This is the best version of Tetris on the amiga with a 3 play option.
- **1622 LORE OF CONQUEST** War game simular in concept to the game RISK.
- **1664 THE CASTLE ADVENTURE** Excellent new Text adventure simular to the infocom
- **1665 BATTLE FORCE ROLE PLAYING** Fight in robot form within this excellent game.
- **1695 NAPOLENIC WAR SIMULATOR** Excellent program sent direct by the author.
- **1707 IMPERIUM** Another excellent strategy game based apon Roman time.
- **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. Remember that Classic.
- **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & Excellent production
- **1749 SCRAMBLE** 'The Original'Remember that old classic well is now on the Amiga.
- **1816 SUPER TWINTRIS** Totally playable. up game with an armed Teenage Turtle.
- **1870 PATIENCE'S & DOMINOS** The famous card game, this is the best version to date.
- **1964 AMIGA COLUMNS** Famous convertsion of the original game columns. Tetris variant
- **1977 POM POM GUNNER** Shoot down the incoming world war II air planes.
- **1984 AIR WARRIOR** The first real flight simul-ator on the amiga with various Air planes to Fly
- **2018 JETMAN** Another spectrum classic converted to the amiga. It's JetPak.
- **2019 CASTLE OF DOOM** Another adveture game for you to play around with.
- **2020 JEOPARDY (RISK)** A converson of that classic board game titled RISK.
- **2022 SEA LANCE** The first Silent service type sub war game within our amiga PD collection.
- **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer.

HOT NEW AMOS

- **APD52 FORMS REALLY UNLIMITED**
- **APD146 FRUIT MACHINE SIMULATOR**
- **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
- **APD176 AMOS DATABASE MASTER**
- **APD314 BLACKJACK TRAINER** This is an excellent copy of the card game bick Jack, various strategy set ups & you can set the computers level of play
- **APD315 SILVER BARS & THE EMEMY** This game is a conversion / clone of that old classic my ocean software hunch back, Use your joystick to jump over various obstructions.
- **APD318 BOING** The aim of the game is to get Herbert back home to his village. Use your joystick to move joster, jump or just slow down. Not the most picturess game in our library but very playable.
- **APD325 HANGMAN V2.0** Yes simon Walklate has converted the game hangman to the Amiga. this disk also contains an editor to create your own Puzzles.
- **APD326 HYPERBALL** This is the latest version of wooden ball. This is an excellent Battle Pong type game where you can play vs the computer or a friend.
- **APD329 AMOS FRUIT MACHINE II** By gary Hunt. This program is as near as possible to the type of fruit machine you can find in any snooke hall or Pub / Arcade. features include Hold, Numbers Held, Winspins, superwins, Bronze/ Silver/ gold Pots, Skill Shots, Stop a win, Cashpot, Gample & collect.
- **APD333 AMERICAN FOOTBALL RADIO VERSION** You are a coach of London and you have 5 seasons to win the Amosbowl.
- **APD334 SNAKE IN THE GRASS** By peter Harris. the idea of the game is to collection white mushrooms, Avoid red toadstools, Garden hedges & your own tail

RED SECTOR Inc SECTION

- **V085 - RED SECTOR DEMO CREATOR :** The Main program used to create demos. Required if you wish to run any of the programs under. Excellent program
- **V330 - RED SECTOR EXTRAS DISK 1 :** On this disk are : 32 point Fonts, 16 Point fonts, vector stats, Star fields & music Space Journey - Lama. By 1 deadzone Troopers.
- **V331 - RED SECTOR EXTRAS DISK 2 :** On this disk are Big logos, litle Logos, Vector Stars, Starfields, Bob Anims, Vector Objects, Vector Ball Objects, 32, 16 & 8 Point Fonts, Also the only Full Documents on the demo maker at present.
- **V340 - TSB VECTOR DESIGNER PROGRAM :** The special Bothers presnets The TSB Vector designer V1.1, this program will create filled vector objects, line vectors & bob Coords tables.
- **V365 - RED SECTOR MODULES (MUSIC) :** Various excellent music modules for use with the demo maker (all by red sector). modules include Laser Intro, Loading, lousy House 2 & More.
- **V374 - RED SECTOR BOBS EDITOR :** Simular to the vector editor ias an idea. It will easyly create Bob routines for the Red Sector Demo Maker Includes various Bobs to help you start.
- **V454 - RED SECTOR FONT EDITOR** Now you can create & Edit any fonts. For more fonts to use with the demo maker & this editor see FFP5 Below.
- **L17 - DIANETIX RED SECTOR EXTRA DISK 1 :** The IFF Converter lets you convert IFF Pictures into various formats including sprite 4, Sprite 16, Copper, ILBM, Raw Norm, Raw Blit & Outline. This is a Pollysoft licenceware program and costs £3.00.
- **L18 - DIANETIX RED SECTOR EXTRA DISK 2 :** This disk contains the Red Sector Vectordesigner program. yes the Red Sector version. Also contains full instrustions to use it. This is a Pollysoft licenceware program and costs £3.00.

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(E2) THE EUROCHARTS BY THE CRUSAIDERS: Issue 12/ Nov

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TOP 10 Classic Utilities

Want to know what impressed technical impresario **Pat McDonald** the most over the past 12 months? Well now's your chance. Here's 10 of the best.

1 BUDDBASE

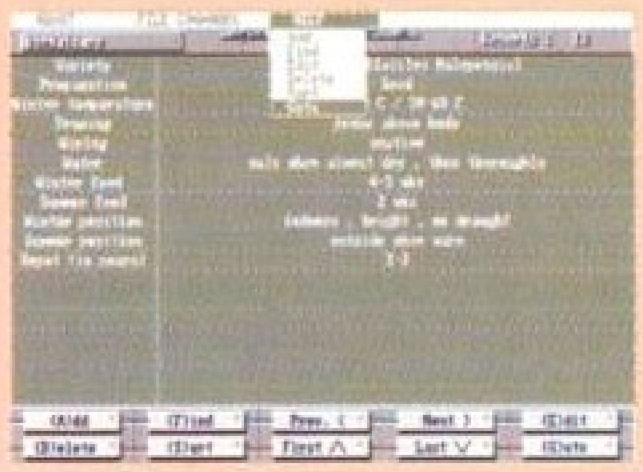
This is probably one of the smallest (it works on a 0.5Mb machine) and possibly one of the easiest databases, in terms of setting-up and using. *BuddBase* is a winner. It can handle very large databases, because they're all on disk, rather than being held in memory. It's also quite fast, which is rather unusual for disk-based databases.

2 BOOTX V3.80

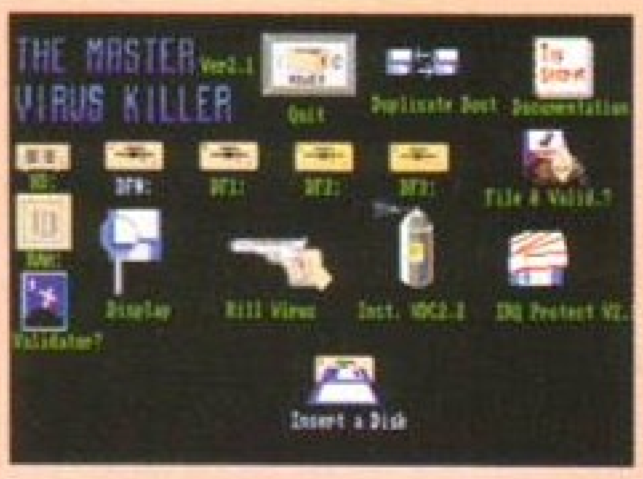
The is the best boot block utility. *BootX* can recognise many different types of boot block virus. It can also read game boot blocks and save them on to a separate disk. So if a virus wipes the boot block, you can put the original back on.

3 MVK 2.1

This is the last version of *Master Virus Killer* to be released into the Public Domain (2.2 and above are not PD), *MVK 2.1* knows about 130 different viruses, including the elusive ROLE disk-validator virus. Although a bit dated for a virus killer, it can still recognise the most for one individual program.







4 ELECTROCAD V1.4

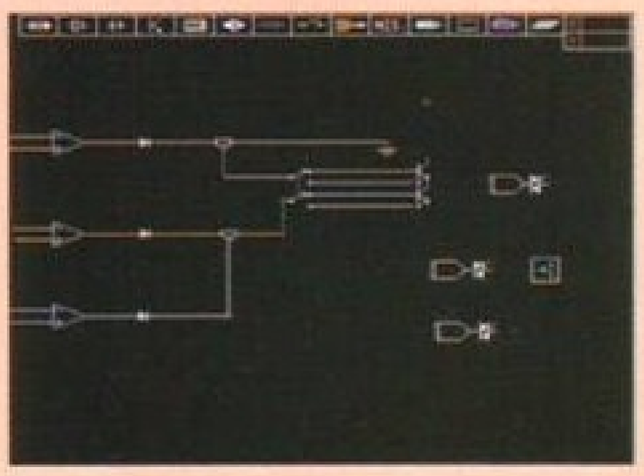
The full program of this demo isn't in fact PD. But even with just the demo, you can draw your own electronic schematic diagrams and printed circuit board layouts, and print them out too. For electronics enthusiasts everywhere.

5 MED V3.11B

The last version of MED to be put into the PD. MED is basically a sample sequencer for arranging samples into tunes. Although a bit difficult to use with a TV (the writing is a bit small) it can at least be used with MIDI instruments, via a suitable interface.

6 NUKE! V1.2B

This program was written to combat the problem of disk-validator viruses (viruses which hide in the disk-validator file commonly found on data disks). Can find and kill the Saddam and the ROLE virus, and will spot new ones too.







7 ACC ASSEMBLER V1

Although not a new program (it actually uses the rather old A68K assembler), this is quite a viable offering. It puts a text editor, assembler and linker onto one disk. Not as good as commercial assemblers, but reasonable for learning about programming in machine code.

8 PROTRACKER V1.2

The music program for amateurs (and a few professionals too). *ProTracker 1.2* is the latest in a long, long line of similar programs ending in –Tracker. Although slightly easier to pick up than MED, it can't cope with MIDI instruments.

9 NORTHC V1.3

The chance of getting a full version of the C language in PD? Yes, and not only that, but a relatively bug free one at that! North C has become so popular that there's a special three disk manual for it in the PD, and some C tutorial books on C even have notes about the differences between this and the commercial Lattice C.

10 MOD PRO V1.9

There's a host of music modules in the PD. With this program you can set up your own collection of personal favourites. Mod Pro can read SMUS, old NoiseTracker and current SoundTracker modules, as well as MED modules. Then you can save the resultant file and listen to the music just by clicking on an icon. User friendly too.

SPRITE BANK EDITOR 2

DEJA VU LPD40

This one is aimed squarely at AMOS programmers. It's a utility for loading in sprite banks from that program, and rearranging them according to your taste.

For instance, suppose you have a collection of AMOS sprites, but you need to delete the first and last five sprites, and then reverse the order. This is not an easy job if you're just using *SpriteX* (the included sprite editor) but it's a doddle with this program.

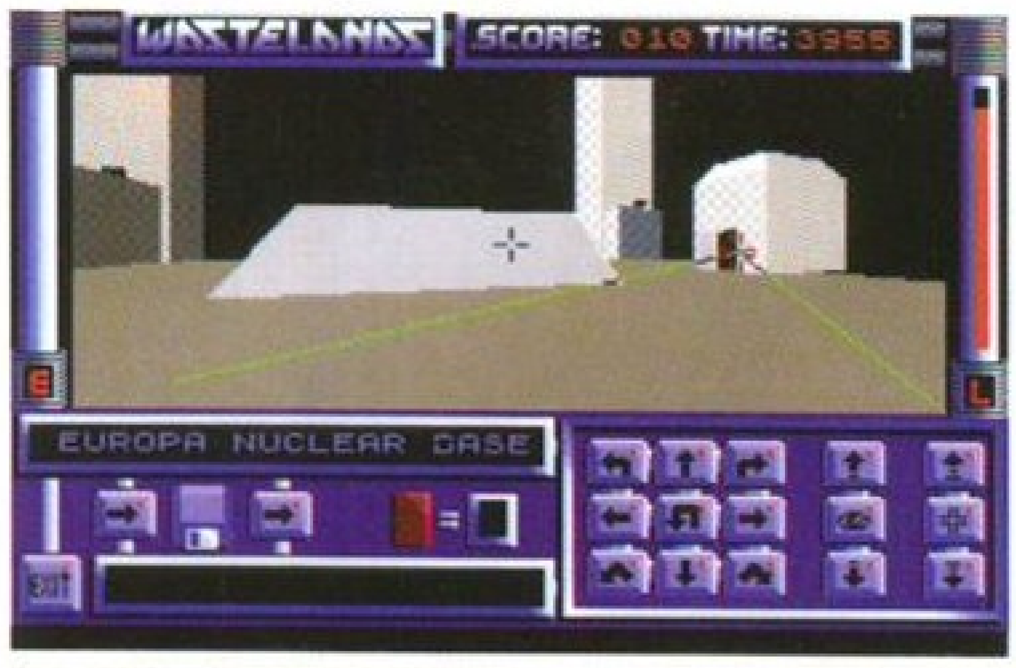
It's also a good idea to use *SBE2* to check that you haven't wasted space and duplicated some sprites. A utility that no AMOS programmer should be without, unless you've written your own version of course.

WASTELANDS

NBS G206

At long last, the first PD 3D Construction Kit rears it's ugly head. *Wastelands* looks bland – do not adjust your mag, it's supposed to look like that. The plot is the standard 3DCK waffle; 'save the world in an hour by wandering around collecting the keys and shooting the bad guys'. In this case, the time limit is set by the Joshua missile, which is due to be launched and destroy mankind 4,000 seconds after the game starts.

You've seen one 3DCK game, you've seen 'em all. Having said that, I did find it enjoyable, but it's not easy – it takes some puzzling to work out how to leave the first level. Freescape fans and those who have never seen such a game only, I'm afraid.



As promised, *Wastelands* looks a little dull, but all the puzzling more than makes up for it.

PD TOP TEN UTILITIES

PD SOFT

1) Desktop Publishing – V390
2) Spectrum Emulator 1.2 – V443
3) Jetman – 2018
4) Red Sector Vector Demo – L18
5) Amicash – V392
6) Air Warrior Flight Sim – 1984
7) BootX Virus Killer 4.03 – V457
8) Windowbench – V401 (Two disks)
9) Pom Pom Gunner – 1977
10) Printer Drivers Collection 3 – V444

CONTACT LIST:

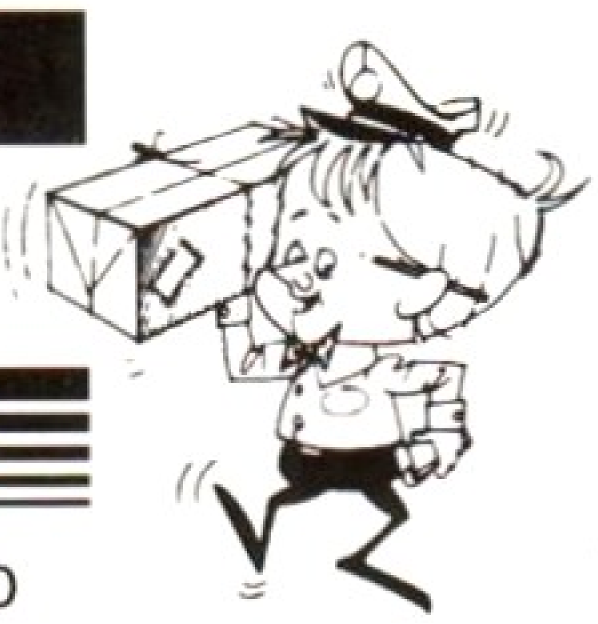
AMIGANUTS PD: 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX

DEJA VU: 0942 495261

PD SOFT: 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD 0702 612259

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PD Demo Zone



If you're looking forward to getting loads of nice computer pressies for Christmas, but can't stomach the idea of being given yet another copy of Joseph's Amazing Technicolour Dream Coat Medley by your auntie, then you need to get hold of some serious audio-visual entertainment. But where can you find this? The Demo Zone!

BUZZED!
PD SOFT 2086, 2087 AND 2088





The prize for best demo of the month goes to this little masterpiece. Most of the 3D animations we see are simple five-second pictures of bouncing balls or other suitably rounded objects. James Robinson has gone *way* beyond that with *Buzzed*. Picture the scene: a peaceful meadow next to a quiet highway. The birds swoop through the sky, the sun shines and a busy bee flutters along the roadside. If he doesn't look out he'll CRASH! ...hit that post.

The animation style featured on *Buzzed* is nothing new, but the sheer finesse and precision involved are absolutely superb. The bee drifts around smoothly, with some beautifully coloured objects and scenery to back him up. The attention to detail is excellent, from the car that drives past, to the spider hanging under the mailbox. Excellent!

AMI-FX 4
AMIGANUTS UNITED, DISKS 1180 (THREE DISKS)



The original idea behind the Ami-FX range (which, incidentally, stands for Amiga Fractal Exchange) was to allow those interested in fractals to find contacts and make new connections within the Amiga community. Unfortunately, this idea hasn't really been fully achieved, with the disks that do appear simply containing a few pictures and animations based on fractals. Some of the clips featured are pretty good though, including spiralling Julia Curves, Mandelbrot kaleidoscope effects and some very nice Vista shots. It may not be much of an information exchange, but it's very impressive to watch!

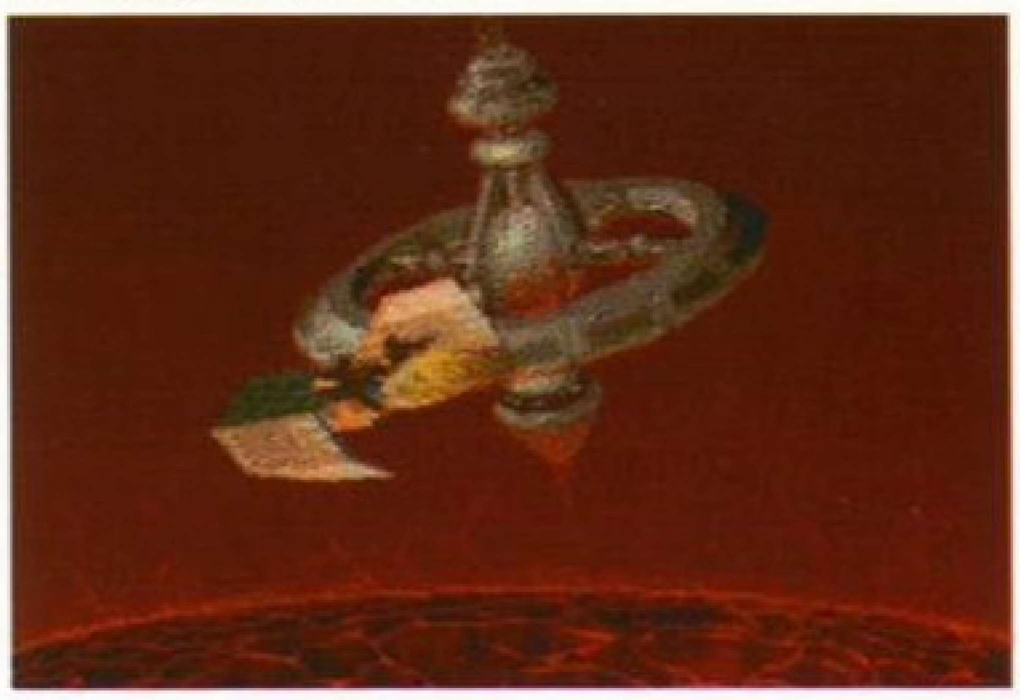
GOTTA GO ANIMATION
PD SOFT, DISK 2109
REQUIRES 1.5 MB



Following the recent trend of humorous cartoon-style animations, Alan Pichtel has put together a piece lasting just over four minutes! The clip consists of a bloke walking to the park with his faithful hound, only to find that it is closed for the day. The dog goes into a frenzy and drags his poor master across the city to find an alternative location for his daily constitutional.

Although the demo is touted as being four minutes long, this isn't really a deciding factor in the quality. The action is pretty slow and drawn out, making it seem as though very little happens. Still, some of the antics are quite amusing – if a little predictable.

ALIEN BREED ANIMATION
17 BIT, DISK 1421



After their foray into the full-priced games arena, it seems natural that 17-Bit would want to promote their game through the PD demo scene. *The Alien Breed Animation* is the full version of the Tobias Richter spaceship anim used on the game's introduction sequence. The clip features a deadly-looking craft swooping through an asteroid field and docking with a space station above the planet's surface. Although the game wasn't Format Gold material, this animation is still impressive, making it well worth investigating.

MAGAD! MEGADEMO
PD SOFT, DISK 2028



Seeing the word 'megademo' in the title of a disk is off-putting, since these usually consist of a few duff tunes, a handful of vectors and some banal scroll-texts. The *Magad!* megademo is different. The sound is a fast-paced dance track, with some very nicely drawn pictures and animations. The tiny clips are very much in the style of Japanese animators, featuring cute-faced girls with huge eyes and a surreal dancing panda. For a change from the normal megademo, this is ideal.

THE LEMMINGS ANIMATION
NBS, DISK H665



If you're thinking that this is an extension of the Eric Schwartz *Anti-Lemmin' Demo*, then you're wrong! This clip was put together by Jan Paton of Rebelsoft and is very different to the acclaimed Schwartz demo, both in style and content. Whereas the last demo was very much a 'knockabout fun' affair, this one is far more 'deep'. The cartoon is basically a tale of guilt, compassion and honesty, featuring a large lemming splatting a smaller member of the species, only to be so racked with remorse that he is forced to go back and revive him. The end of the cartoon features a strange twist... but you'll have to look at the demo yourself to find out what it is!

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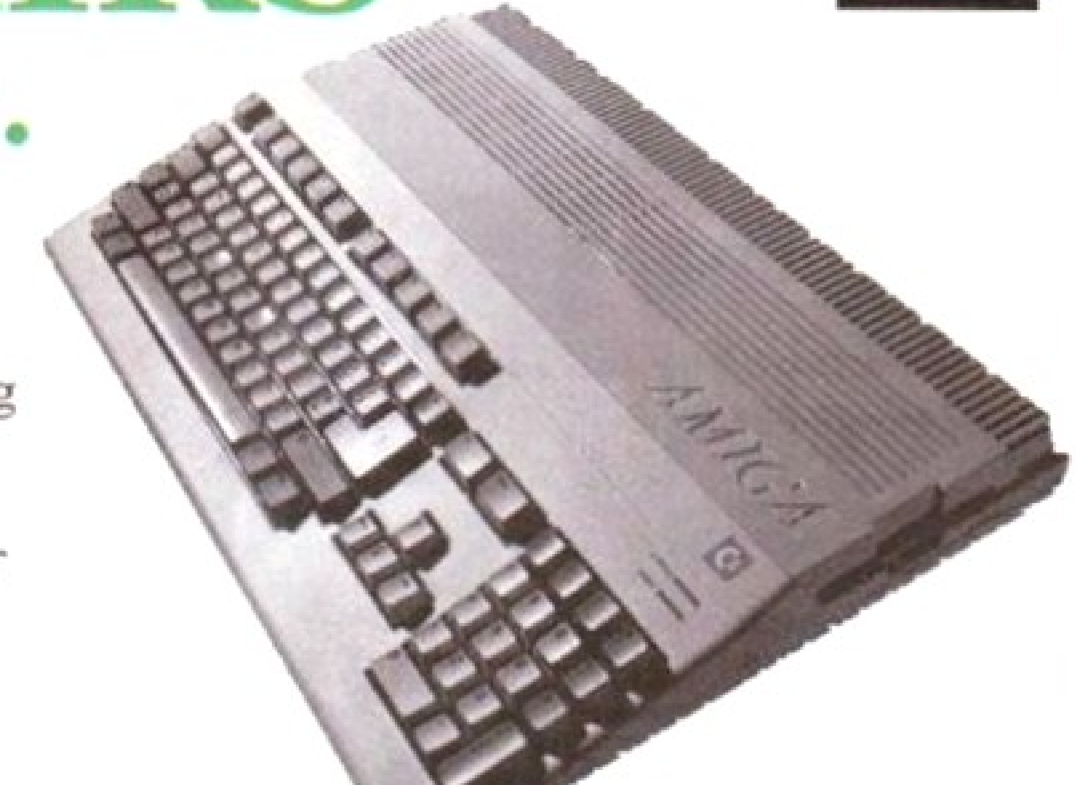
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VIETNAM CONFLICT
PD SOFT, DISK 2021



Come on, you didn't expect us to go for an issue without an Eric Schwartz animation did you? Following the *ATF Agility* anim featured last month, this one is yet another in the long running (and highly acclaimed) *Aerotoons* series, featuring a cheeky little plane giving a bit of sauce to a large bomber. Bravery isn't too much to the fore in his personality though, as the closing scenes of the demo show!

The animation is well up to Eric's high standard, but it has to be said that this is one of his shortest works! Fans of his earlier stuff should still add it to their collection though.

LATERNA MAGICA
17 BIT, DISK 1445



Slideshows seem to be getting rather thin on the ground these days, but this one makes up for the lack of them in recent months. The pictures have all been carefully drawn, covering such wide-ranging subjects as helicopters, weaponry and mystical lands. The 'M-Maybe' picture is a stroke of genius, consisting of a Game Boy running a version of *Deluxe Paint* (it could happen!), and a picture on the LCD being a Roy Lichtenstein creation. Along with the pretty pictures, there is a swirling, ethereal soundtrack to give the whole thing an 'art gallery' feel.

MUTTLEY ON THE BOUNTY
17 BIT, DISK 1461

STUNT ANIMATIONS
17 BIT, DISK 1463

Dave Henderson has released a couple of digitised animations into the Public Domain, but these latest disks are one of his most impressive to date. The *Stunt Animations* disk is a combination of three cartoons, featuring a car and a bus performing jumps and an old car rolling dramatically across the arena. *Muttley on the Bounty* is taken from a *Dastardly and Muttley* cartoon (surprisingly enough), with some very silly seafaring antics to behold.

TOP 20 Classic Demos

New PD demos are always being released, but there are very few that can be termed as classics. Here is a quick round up of 20 of the best demos featured in Amiga Format..

1. ANTI-LEMMIN' DEMO
The king of PD animations, Eric Schwartz, surpassed himself with this one. The cartoon master applied his sense of humour to Psygnosis' phenomenally successful little characters to come up with one of the most entertaining demos ever.

2. REBELS COMA
This was actually featured on a few compilations disks, but stood out way above the others. *COMA* is a serious slice of acid music, with a series of incredibly wild images to back the tune. The music and visuals wouldn't look out of place on the *Chart Show* – they're that impressive!

3. LANDING
Tobias Richter has long been acclaimed for his *Star Trek* animations, but *Landing* is without doubt his most ambitious effort yet. The pictures are superb, looking more like models moving around the screen than computer graphics.





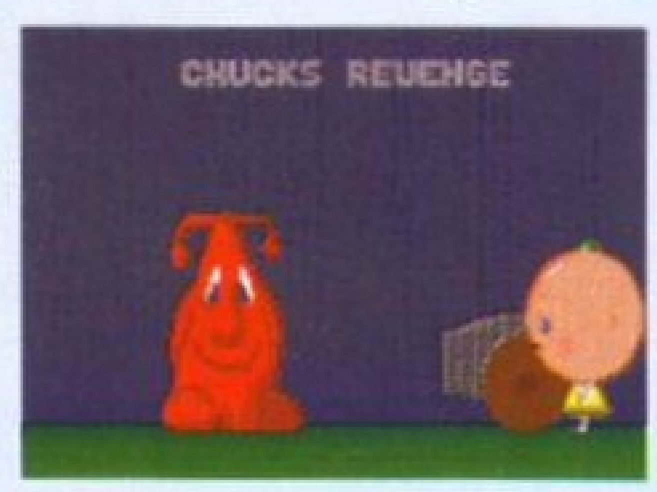


4. THE DATING GAME
A second entry into the hall of fame for Eric Schwartz with his *Dating Game* animation. The style and humour are the same as his previous releases, but the attention to detail makes this one of his best.

5. CLASSY ANIMATIONS
Starting with a disk called *Weird Little Anims*, Steve Pack created a whole series of animation disks in a simple style which worked extremely well. The subject matter varied, but all the clips had a cute quality which quickly earned him a reputation. This was the series that brought the character Chuck to fame!

6. NEMESIS
Although this was a comic on a disk, it wasn't what most people expected. Instead of being based on the *2000 AD* character, *Nemesis* was a totally original story with some very impressive artwork. Unfortunately, only the first issue appeared. A shame, since the whole story would have been excellent.





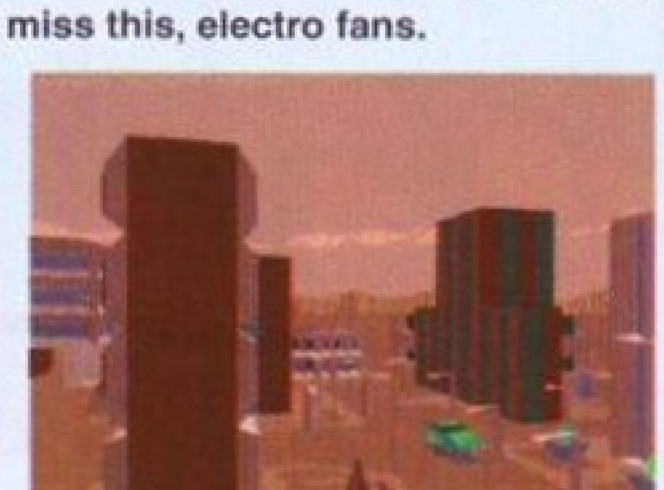


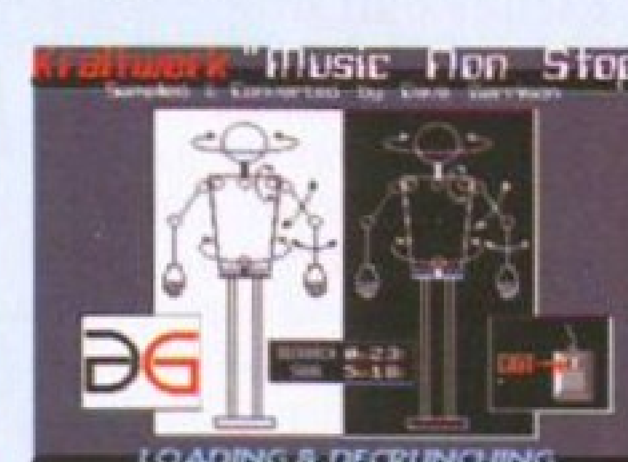
7. PINK FLOYD'S THE WALL
Coming on six disks, this is one of the most ambitious demos ever to appear. The demo was split into sections, each covering a different theme found on the album The Wall. The quality of the sections varied, but the overall scope of the piece was very impressive.

8. MARS FLIGHT
Originally appearing on the scene through Senlac Software, this is one of the slickest space anims to be released. The scene is a colony on Mars, with a transport ship swooping in for a landing. The style is very atmospheric, with plenty of dark colours to portray the action. Very moody!

9. URANUS MUSIC
As a whole, this disk isn't that impressive, with some of the tunes featured being pretty ordinary. The disk is definitely worth getting though, due to the best version of Kraftwerk's Musique Non Stop heard anywhere – including on record. Don't miss this, electro fans.







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U114 ....Cross Dos ....Demo only version
U040 ....Fonts (4 disks) ....Lots of various fonts
U117 ....NComm ....Modern utility
U115 ....Red Sector Extras ....Objects for demo making
U113 ....Spectrum Emulator ....Very popular

DEMOS

D010 ....Animations '91 ....3 anims, including rocking chair
D012 ....AMOS Game Creator ....Demo of AMOS's capabilities
D215 ....Another 5 ways to Kill a Mole ....It gets sadder!
D015 ....Agatron Star Wars (1Mb/2 disks) ....Captivating graphics
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D037 ....Cool Cougar (1Mb) ....Classy cartoon
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D049 ....Desert Island slideshow ....Gruesome pics. Good
D058 ....Enterprise Leaving Dock ....Famous animation
D060 ....Elvira ....The sexy lady endows herself!
D061 ....Elvira Activities ....Now move her body!
D062 ....5 Ways to Kill a Mole ....Funny. Not for animal lovers!
D223 ....Evolution ....Ham pics of world develoment
D063 ....Fillet the fish ....The possible sequel to Puggs. A must
D067 ....Fraxion Horror ....Chainsaw macabre cartoon. V. popular
D069 ....Franklyn the Fly (1Mb) ....Long cartoon on cute little Franklyn
D075 ....Girls of Sport ....Pretty shots of talented girls
D078 ....Goldfire ultimate fx ....Excellently produced. Watch those bobs!
D222 ....Greenpeace ....Demo of Green group. Interesting
D082 ....Holsten Pils ....Demo reproduction of ad.
D083 ....Home & Away ....Down-under disk
D092 ....Iraq Demo (1Mb) Topical cartoon. Bush meets Saddam! Bang!
D099 ....Jesus loves Aciid ....Mindblowing music and graphics
D210 ....Kick Off 3 ....Good Music
D103 ....Legend of Billy the Kid (1Mb) ....Long running animation. Good
D114 ....Mike Tyson anim ....Well compiled
D117 ....Magician v2.0...Recently appraised animation. Recommended
D218 ....Mr Potato Head ....Incapable dancer demo
D126 ....Neighbours ....Slideshow from Ramsay Street
D128 ....Punk croc crew megademo ....Now see Jason get shot Ha!
D129 ....Puggs in Space .Brill cartoon. Puggs finds it's a different world!
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D205 ....SAE 53 ....10 quality demos
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D162 ....Stealthy Manoeuvres (1Mb) ....Excellent demo
D166 ....Star Trek Animations ....Anims. of USS Enterprise
D177 ....Star Trek Animations ...Agatron no. 17. More like above. Good
D189 ....Viz Slideshow ....Fat slags & others in this slideshow
D200 ....Silents Bluehouse (2 disks) ....Game, demo & great music. Excellent
D201 ....Sickness simulator ....Amusing sounds such as farts, belches etc.
D226 ....Virtual World ....Good
D204 ....Horizon Sleeping Bag ....Excellent
D250 ....Jimmy Hendrix ....Music and slideshow
D234 ....Taxi Driver (1Mb) ....Good animation

MUSIC

M001 ....808 State remixes ....Four good tracks
M006 ....Batdance remix ....Really good disk. Catchy stuff
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M023 ....Digital Concert 2 ....Flash prod'ns. First of five compositions
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M059 ....Powerpack 5 (1Mb) ....4 classy house tracks
M062 ....Random Access ....Art of Noise and more. Startling acid track
M068 ....Sound of Silents ....7 songs from Silents
M078 ....Zee's Hip Hop disk ....Slightly aged now, but good music
M005 ....Amazing Tunes (3 disks) ....Some of the best music around
M087 ....Iron Maiden ....The Ides of March
M061 ....Rock Around The Christmas Tree ....Mel & Kim

GAMES

G001 ....Autobahn 3000 ....Control ball through tunnel. Hard
G004 ....Airwar ....Fighter simulation. Good shareware game
G005 ....All New Star Trek (2 disks) ...USS Enterprise classic. Best one
G008 ....Balloonacy ....Destroy city from balloon
G010 ....Breakout ....Classic bat & ball game
G011 ....blizzard ....Horizontal shoot-'em up. High quality
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10. THE CHIPS ARE UP

Mr Potato Head first appeared on the Amiga courtesy of Chris Hill with a simple animation, but the sequel ranks alongside the great Mr Schwartz. If this is anything to go by, we'll be seeing more of this chap.

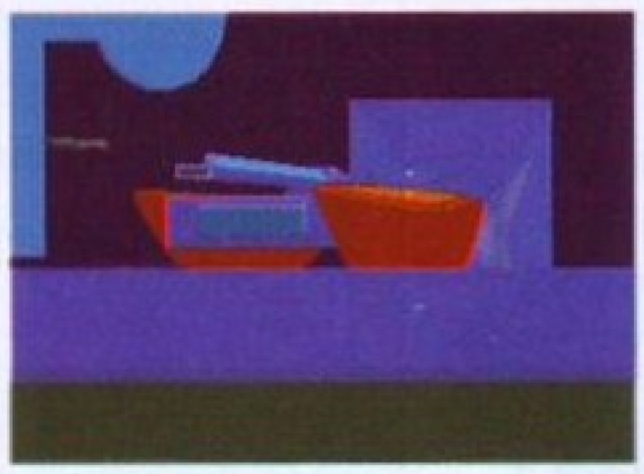
11. LIGHT CYCLE DEMO

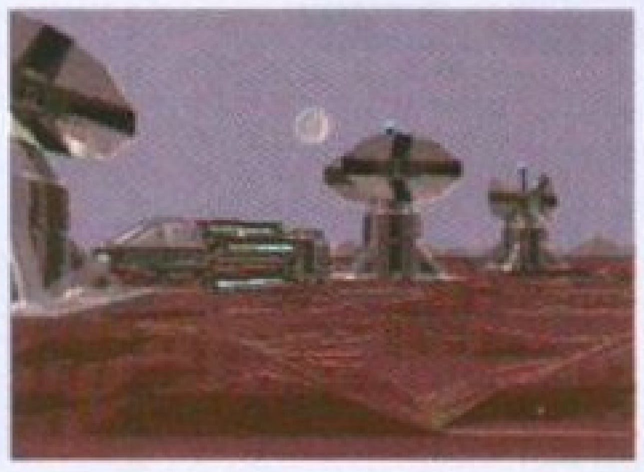
Put together using *DPaint*, *Fantavision* and *Audiomaster*, the *Light Cycle* demo features animated images and sounds from the film *Tron*. The clip is based on the section where the light cycles break out of the game grid and are chased by tanks, and captures the feel of the movie extremely well.

12. STATION ANIM

This was the forerunner to the *Mars Flight* animation, and was one of the first epic space animations to appear. The clip features a swooping ship and revolving radar dishes, all based on a moody, futuristic asteroid colony. Still impressive after all this time.







13. POPEYE MEETS THE BEACH BOYS

This has to be one of the wildest demos ever! There are no graphics, but the sound has been sampled from a spoof record, featuring Popeye singing along with Beach Boys classics. Worth a listen for a laugh.

14. RODENT ANIM

Although simple in style, the feel of this piece is very effective. The story is an American Comic-style affair, telling the tale of a team of troopers hunting down aggressive mutant rodents that have been terrorising the city. Bright and colourful are the order of the day here!

15. AMY VS THE WALKER

Eric Schwartz does it again! This time it's Amy the Squirrel who's the star, as she chases an Imperial Walker around an Amiga with a spanner. Sound odd? Well it is, that's why! Short, but sweet.

16. OPTIMUM PRESSURE CRISIS

After deciding not to continue the Classy Animations series, Steve Packer came up with another cracker in the shape of *Optimum Pressure Crisis*. The animation is easy to spot as Steve's, but the scope is wider and the feel is much more sinister than his previous work. A little odd, but a winner never the less.







17. BUDBRAIN 2

This disk has been hanging around the top of the demo charts for quite some time now, proving that a sense of humour can be very successful. The demo features a whole bunch of short animations and music demos, each with an individual feel. If you haven't seen it yet, it might be worth catching up!

18. FILLET THE FISH

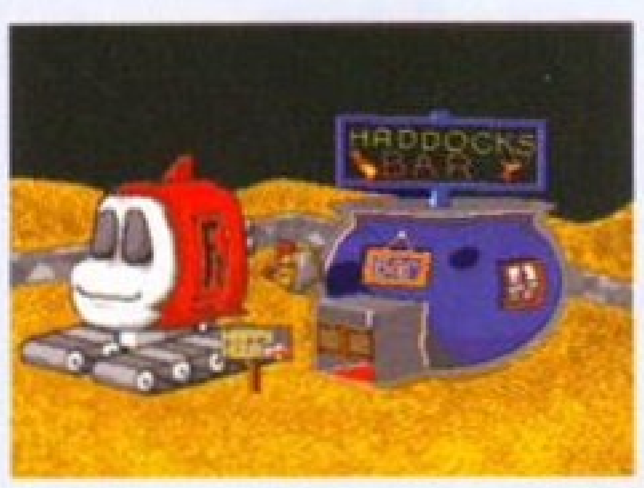
Jester Brothers International were set for PD fame after releasing this amusing little clip, but they never released anything else! The demo tells of a naughty fish that gets drunk far too often, rather than carrying out his mission properly. A lesson to be learnt here...

19. FENN-TASTIC

Now up to volume six, the *Fenn-Tastic* series consists of disks containing a number of digitised shots of Sherilyn Fenn, taken from her various film roles, *Twin Peaks* and her interview on *The Word*. Fans of Ms Fenn will be interested... and there are quite a few!

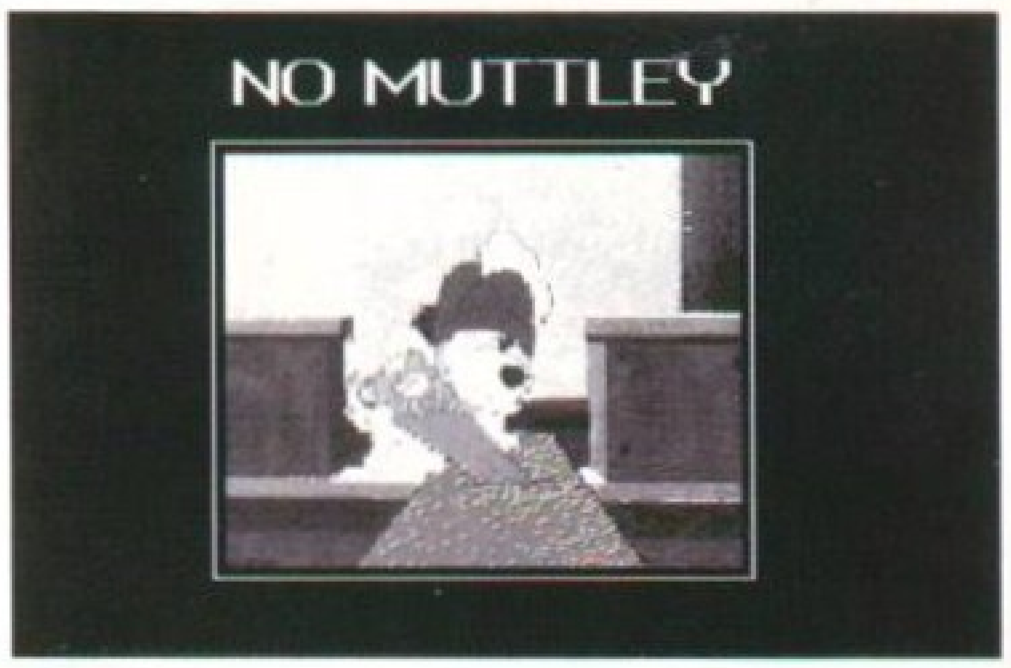
20. DISCOVERY AND HOLOCAUST

These two anims, like many others, are based in outer space. The first shows the Space Shuttle on a flight, while the second depicts the destruction of an asteroid colony. The clips are fairly short, but still manage to look impressive due to the care that has been taken to make the objects move convincingly.









You can alter the speed of the animation or pause it to contemplate each frame, since the demo uses Sparta's ShowANIM program (a popular animation viewer). If you want to see some creative digitising, then this is well worth watching.

PERFECT PICTURES VOLUME 1

PD SOFT, DISK 2029



The title of this demo is a bit presumptuous. True, the pictures are nicely digitised, with clear definition and very good colour balance, but the only people who may consider them 'perfect' are heavy metal fans. The subject matter for virtually every screen is Iron Maiden's Eddy. If you want a rest from the head-banging and want to look at some pictures instead (can't see it myself) then this is worth a shuftie.

PD TOP TEN DEMOS

PD SOFT

1) Ray of Hope Mega Demo 2
2) Gulf War Conflict
3) Guardian Dragon
4) Mangad
5) 1000 Wasted Dreams
6) Infinite Dreams
7) Agility Animation
8) New Vector Demo
9) Ice Mega Demo
10) Ghostley Spreads

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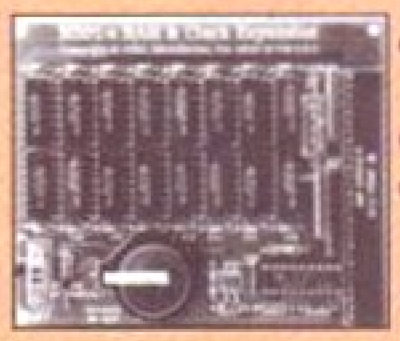


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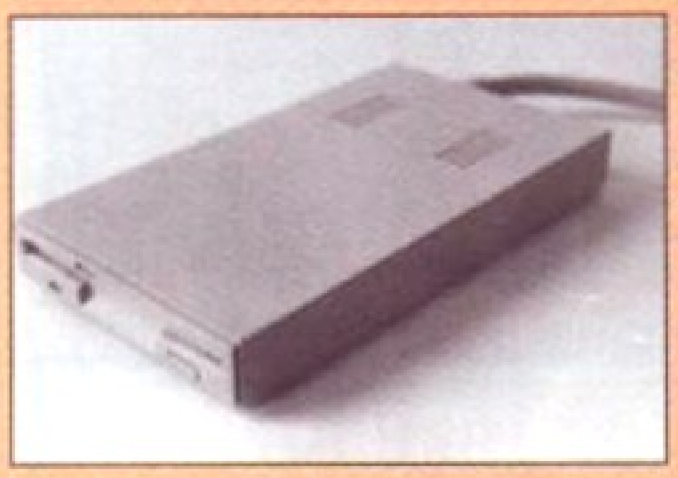
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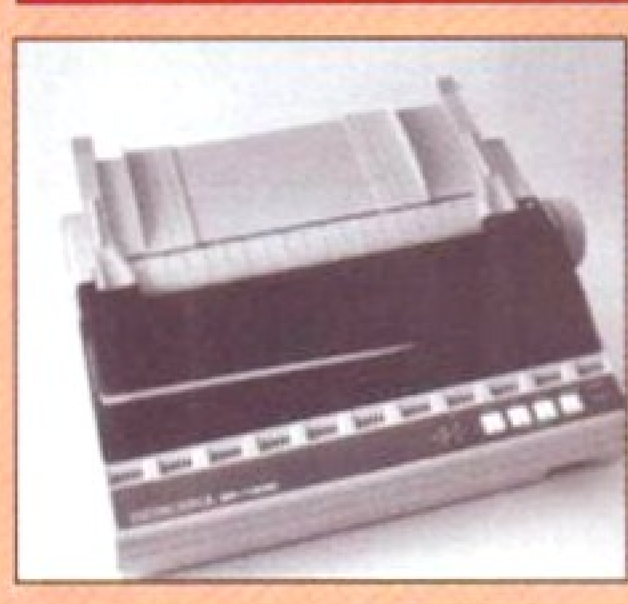


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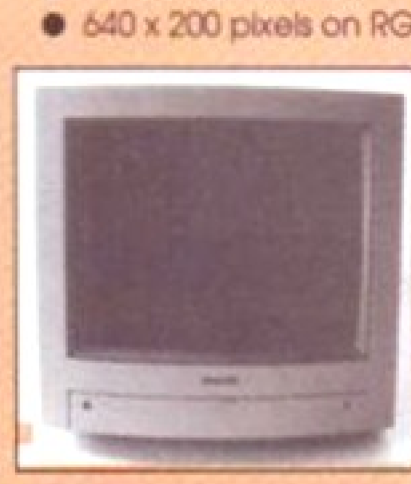
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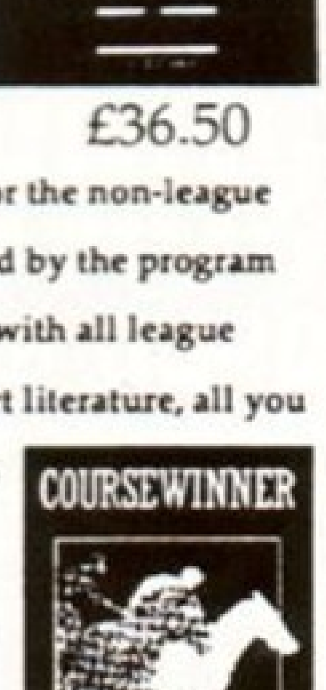


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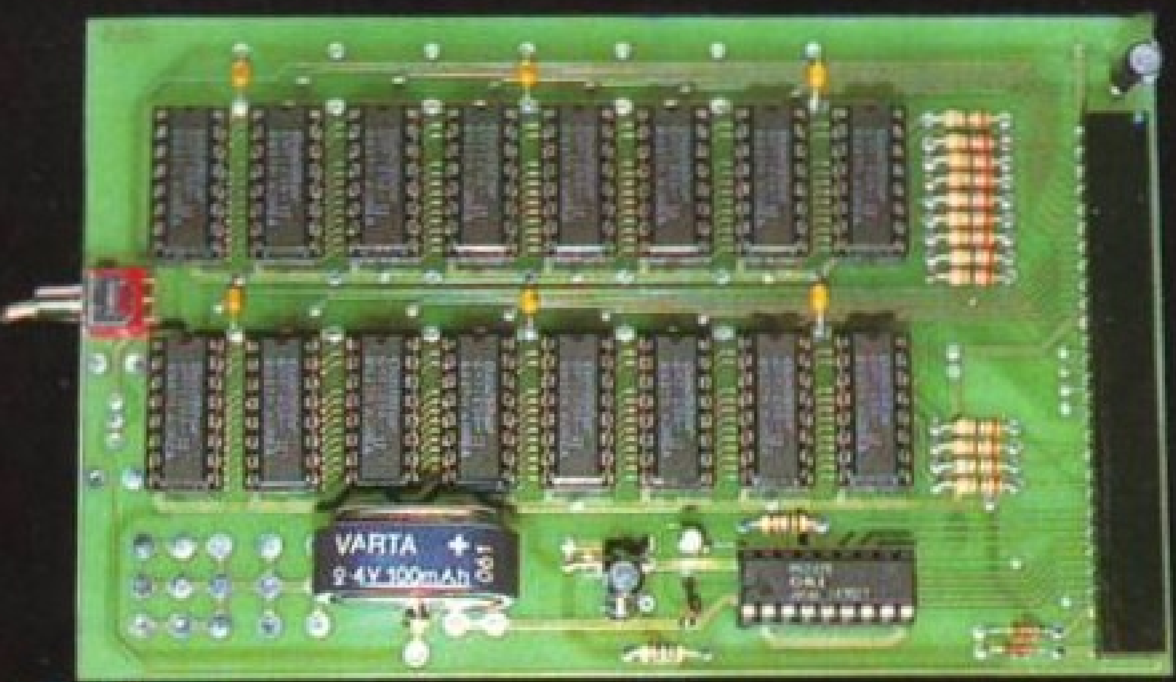
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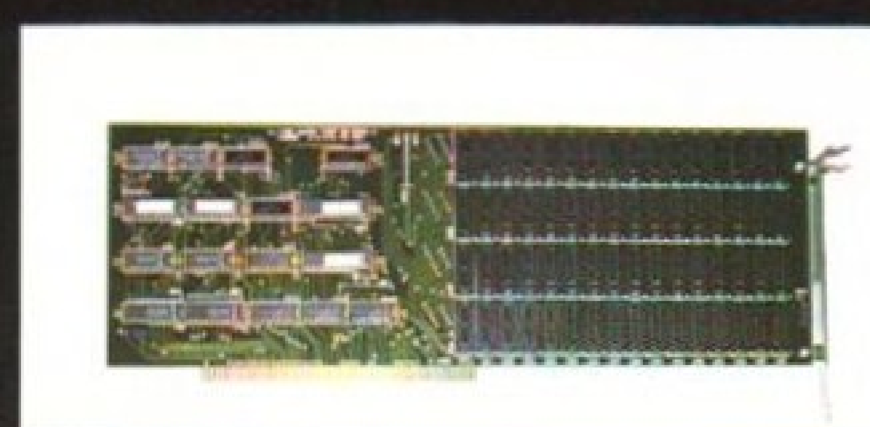
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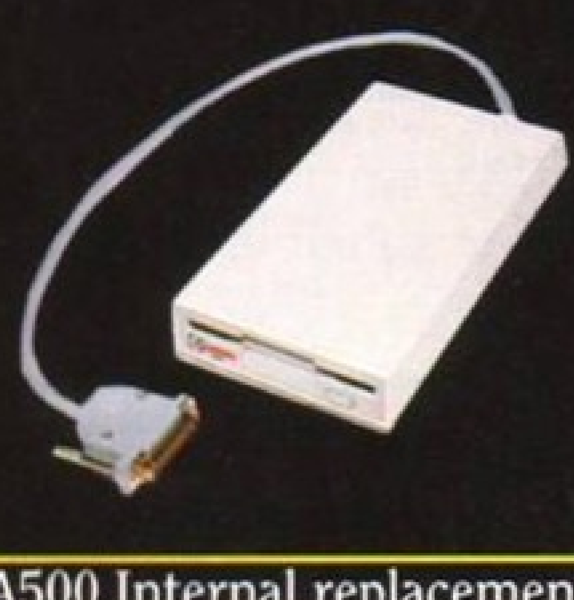
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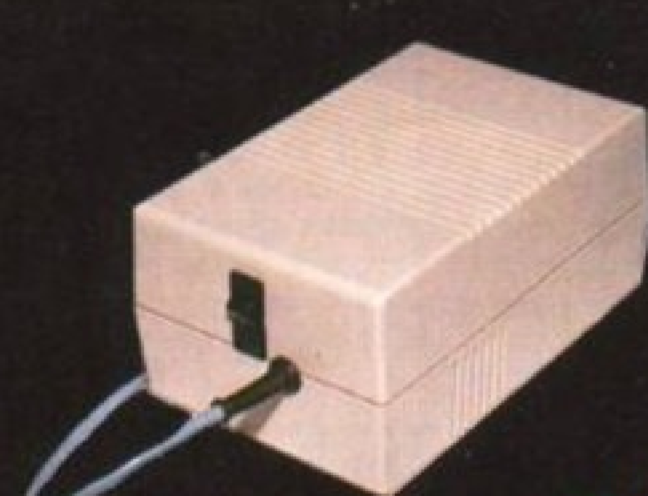


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Workbench

In this special edition of the section that answers your questions, **Pat McDonald** offers help on **all** the most common Amiga problems!

WEIRD PRINTERS

I recently acquired a (insert obscure printer type of your choice) for a very reasonable price. However it came with no manual, and the connector looks different to other printers. Can you supply me with some information to get it working with my Amiga?



It's very tempting to think that any old cheap printer is a doddle to connect to your Amiga. Sheer folly!

Not really! I'm not an expert on every printer under the sun: although they are all designed to do the same task they differ radically in how they work. It's all very well leaping at what looks like a bargain buy, but all too frequently you end up with a white elephant. Unless you have the technical expertise to get an obscure printer working, then avoid it, even if it's free.

You can spend years of your life trying to get non-standard peripherals to work with computers, with no guarantee of success. Sorry to disappoint.

Having dampened the desires of the shoestring brigade, here's a few general tips on the way to go about your own detective work. First, find out the manufacturer – this is pretty easy, as most printer makers put a distinctive badge on their products.

Next, you have to find a company that supplies the manufacturer's products – it needn't be a similar model of printer (or even a printer at all). Ask the supplying company for the address of the manufacturer, and write off asking for a manual. You will have to be very persistent, as most manufacturer's (at least in the UK) ignore individuals on a regular basis.

You may need to pay for the manual, or perhaps settle for a photocopy if the printer isn't made any more (very common for dirt cheap printers). Don't get irritated – make just enough of a nuisance of yourself so that they give you what you want to get rid of you.

Once you have the manual, you will know whether the printer is serial or parallel. By taking the manual, and your Amiga User's Guide, to a computer shop you can get a cable made. Only when you have the right cable should you attempt to plug in the printer.

If you rush the job and make a cable by trial and error, you will probably destroy the Amiga's internals which communicate with printers. This won't disable your computer, but you'll be forking out lots of dosh for repairs to make it work with any printer at all.

Finally, don't expect to get anything other than text out of a skid-row printer. It may have the most sophisticated graphics in the world, but unless you can obtain a printer driver for it (unlikely for unknown printers) the Amiga will not be able to use them.

BEST PRINTER

I want the best colour printer possible for about £300. I was considering the Star LC24-200 or the Canon BJ10e, but I am unsure as to which produces the best output. I've heard that the Canon (a bubble jet) printouts look great at first but can smudge and fade. So should I go for the Star, or would an entirely different printer be better?

Both the LC24-200 and the BJ10e are fine printers but for different reasons. The LC24-200 works very fast, printing characters extremely quickly. It has a print head composed of 24 pins, which press down on a coloured ribbon, stamping out an ever-changing pattern as the head moves across the paper. Although excellent for letters (the characters look very sharp and clear) the graphics printout is not so hot.

The BJ10e works by applying a fine film of ink onto the paper at the right spot. Although slow by dot-matrix standards, graphics printing is greatly enhanced.



The LC24-200 works very fast, and is ideal if you've a lot of documents to get printed. The graphics ain't so hot.

The BJ10e is also very small in comparison to the other printer. Printed text looks very good too. The printouts can smudge if wiped while still wet, but with a little care they look very good indeed.

So, if you're planning to use lots of coloured text for many documents, go for the Star (or the slightly more expensive Citizen Swift 24). If good graphic dumps are your goal, and you don't mind waiting for them, invest in the BJ10e.

On the other hand if you just want a printer for typing out the odd letter (or perhaps an essay or report for your work) then a nine-pin printer will give good results. Look for any Epson compatible nine pin – prices start from about £100.

GOING FASTER

I've heard about accelerators and Floating Point Units (FPU), replacement Central Processing Units and go-faster stripes. How do I make my Amiga work faster, and how much do the different options cost. Finally, do they work with all software?



There are many choices now for speeding up the system - the ICD AdSpeed pictured here is one of the poorer types

The bad news about speeding up your Amiga is you cannot make the custom graphic-and-sound chips go much faster. The flashy, noisy bits of your Amiga are pretty well set (although look at the top 10 Agnus questions for a cheap 10 per cent speed increase).

The only part that you can speed-up to any great extent is the 68000 processor, the decision making "brain" chip. By plugging in a faster version of this chip (a 68010) you can get a small increase in speed – about 10 per cent again. Although cheap at £10 or so, the 68010 isn't as compatible as it could be, and some software will not work.

The next option is an AdSpeed from ICD. This will give a 70 per cent or so speed increase, and again is basically a souped-up 68000 chip. At £150 it may seem surprisingly cheap, but by spending more you can get better increases. It is, however, very compatible, and you can also turn it off for the odd piece of software that doesn't work.

Above that you have the true accelerators. These use the next generation of the 68XXX series chips, the 68020 and 68030 (and real soon the 68040). You can't take out your old 68000 and plug in one of these – they're the wrong shape for a start, and they also need some other circuitry to work.

You can have a special type of memory with these, called 32-bit memory. Most accelerators of this type can have at least 1Mb of this, usually a maximum of 4Mb although more expensive types can give 8Mb, 16 Mb or even 32 Mb! This 32-bit memory works in addition to all the memory of your Amiga and usually goes on the accelerator board itself.

So you always get one of these on a card, to either plug in the 68000 socket (or the accelerator slot on an A1500/B2000). These cards can also have FPUs for programs which have FPU maths intensive bits (raytracers or scenery generators). 68040s have this chip built in. Both the 68881 or 68882 types are available – the latter is better. Make sure you get the correct version for your machine: some A500 accelerators don't fit in the A1500/B2000 and vice versa.

Types to look out for are the Solid State Leisure A5000 for £299, the B5000 for £499, the CSA Mega Midget Racer for about £550 (very reliable and compatible between Amigas), and the GVP series that is available from Silica. The latter are for the A1500/B2000 (with a 68040 card for the A3000) and are very good but expensive.

KINDWORDS ODDITIES

When I'm printing out documents using *KindWords*, I often get a few odd characters printed in the top-left corner – 'PP' or 'KPP'. Why does this happen, and can I prevent it?

It happens because you are using the wrong printer driver. I suspect that if you use Preferences to select EpsonX(CBM MPS 1250) the letters will disappear. If you find that the printer driver is not on the *KindWords* disk, here's how to get a selection on there (or to any

TOP 10 Questions for Memory Expansion

1 What should I look for when buying a 0.5Mb A500 memory expansion?

Look for price, the size of the board (the smaller the better), the speed of the chips (100 nano seconds or faster – needed for chip RAM) and whether or not it's got an on/off switch.

2 Are memory expansions, that are larger than 0.5 Mb and fit in the trap-door slot of an A500, any good?

They are, in that they do give you a lot of extra memory fairly cheaply. However, expansions larger than 1.5Mb must have another program run before the Amiga is recognised. They also need a jumper connection to the Gary chip. To do this you must open the machine, which invalidates the warranty. Don't get one unless cash is very tight.

3 What's the best large (4Mb plus) A500 memory expansion?



Depends on how rich you are. The SupraRAM 500RX gives from between 0.5Mb and 8Mb of extra RAM. It fits on the left-hand side of the A500, and can take two different kinds of chips – 256 X 4 for between 0.5Mb and 2Mb, and 1Mb chips for 2Mb to 8Mb. It does not have a power supply as standard, although one can be fitted later. It costs £179 for a 1Mb version.

The Cortex costs more at £279, and uses SIMM modules to give extra memory. SIMMs cost about £85 per 2Mb, so they're pretty cheap if memory in bulk is your goal. The Cortex always comes with a power supply, which can augment the A500's power supply.

4 What are my options for expanding memory? I have an A1500.

There are many different memory boards for the A1500/B2000. The Cortex is available in such a configuration, as is the SupraRAM. The former is superior though, in my opinion – it certainly takes less power, because this version of the SupraRAM is chock-a-block with consuming chips.

5 Is my old style (large 16 chip) A501 all right to be used as chip RAM?

Maybe yes, maybe no. Any board which goes in the expansion slot must have chips of the same speed as the internal memory. A lot of A501s have chips with 150 nano seconds access times, which is slower than the internal memory. Take out the board and peek at the memory chips – if they have 150 (or more commonly just 15) at the end of the number, the board is too slow (although the internal chips might be 120ns types too, so you just don't know without trying!)

6 What different chips do memory expansions use?

Old style 16 chip RAM boards use 256 x 1 chips. Later four chip cards use 256 x 4. State-of-the-art 1Mb (one megabit chips) are available but expensive – it's unlikely we'll see a one chip expansion. They're generally used with 256 X 4 in large capacity RAM boards.

Finally there are SIMMs (Single Inline Memory Modules) which are a little larger than a stick of chewing gum. These have the chips mounted onto them: no legs to bend or break. SIMMs are available in both standard 16-bit memory types and 32-bit memory types for accelerators.

7 Are RAM expansions sensitive to static?

Yes, although the tolerance varies. Some manufacturers use CMOS type chips, which although they are cheaper they are very sensitive to static. You should always handle circuit boards by the edges and the chips by the case. Don't touch the legs – you can pick up a 30,000v static charge without even realising, more than enough to kill a chip.

8 I noticed four empty sockets on my Amiga's circuit board. Can I use them to expand the memory?

You can, although they can only be configured as chip RAM. To do this required a modification that was detailed in *Amiga Format* 18 (oh dear, i'm afraid we've sold out of that one – time for an up-date). Don't forget the 100 nF capacitors, which are also fitted on to the existing RAM chips! These help smooth the power to the chips.

9 Hard disks often have memory on them – can this be used by the computer?



Yes! If you want memory expansion and have lots of money, a hard drive often has this feature, for use by the computer. Hard drives do not directly need memory (although they work better with large memory Amigas). Hard drives with memory are the best all-in-one buy.

10 Does extra memory cause compatibility problems?

It can, depending on the program you are using. That's why a lot of trap-door 0.5Mb expansion boards have an on/off switch.

other disk): first, boot-up with Workbench (1.3). Double click on the Shell, type the following and then press Return:

```
copy all from "Extras 1.3:devs/printers" to KindWords:devs/printers
```

This will then copy all the printer drivers from the Extras disk (which the computer will then ask you for) onto the *KindWords* disk. Notice that the quote marks that are around the Extras part of the command: this is because the name of the disk (Extras 1.3) has a space in it.

WEIRD AND WACKY MODEMS

I've just bought a second-hand modem with no manual or instructions. I don't know a lot about modems, so could you tell me how do I get it working with my Amiga?



There are various makes of modem, but as long as they are BT approved, they'll behave in the same way.

It's not much easier to connect a modem than it is an oddball printer. Firstly, modems all do the same job: provide a gateway between a computer to the telephone network, via a serial port – modems are always serial in nature. Make sure the modem has a green British Telecom approval sticker: if it hasn't there's no point continuing as it is illegal.

The first thing you need is a modem cable (opposite of a null modem cable). Have a look at the back of the modem: nearly all of them will have 25-pin D-type connectors (which is similar to the serial port on the Amiga). Some of them have a five-pin domino DIN connector, called RS422.

See whether it's a male connector (with pins) or a female connector (with holes). Get the cable from a computer shop, saying whether the modem end has 25 or 5-pins, and whether it's female or not. The Amiga end is a 25-pin female connector.

Next you need some communications software. Both NCommV1.9 and JRComm are available from the Public Domain, as is Access!, which was on Coverdisk 13. Plug the modem into a telephone socket, put the cable between the Amiga and the modem, turn everything on and run the software.

The only tricky bit to it all is dialling. Many older modems do not have something called Hayes commands, a standard way of talking to modems. To find out, make sure the speed setting of the software is slow enough to talk to the modem (300, 1200, or 2400 for the majority). While you're at it, set the data bits to eight, the stop bits to one and the parity to none. Type ATT and press Return.

If you can see the letters on the screen, then the modem is echoing them back to you – it should put up an 'OK' message. This means that the modem is Hayes compatible, and you can dial with it by typing

ATD phone number, and then simply press Return afterwards of course.

If it's not Hayes compatible, you will have to dial manually. Plug a normal telephone into the back of the modem (the socket might be marked REN) and dial normally. When you hear a whistling tone, put the phone down – the modem will keep the line open if it's working properly.

AUTOBOOTING DISKS

What I want to be able to do is create floppy disks that run without Workbench – so that you can just put them in and they start working on their own. How do I do this?

It depends on how good you are at programming. The way that commercial games do this is by turning off the Amiga operating system (Workbench, Kickstart and AmigaDOS) and use their own custom-written machine code. I can't explain how to do that in this limited space. But read the following piece for a simpler way and a few practical examples.

The standard way of doing this is to first make at least two directories on a blank disk – one called c, the other s. You put a text file, a list of instructions to do when starting, in the s directory and you call it start-up sequence. Rather than you typing in the list of commands from the Shell or CLI, this list of instructions will be executed so long as it's called start-up-sequence and is in the s directory. Format a disk (make sure that it's called Empty), double click on the Shell and type:

```
Makedir Empty:s
Makedir Empty:c
ed Empty:s/startup-sequnece
```

An editor window will spring up for you to type in the start-up-sequence too. Type in the loading instructions, just as you would from the Shell or CLI, and press Esc, then X, then Return to save the file. Alternatively Esc, q and Return will abort and return you to the Shell.

Any commands that the startup-sequence uses should be put in the c directory or in the 'root' directory (which means that they are not in a directory, just stuck on the disk). The disk should then have a bootblock written onto it, using the Install command from Workbench.

To do all this you really need to have at least a fair understanding of using the Shell. Here's one example to start you off; load Workbench, double click on the Shell icon and then type:

```
List
```

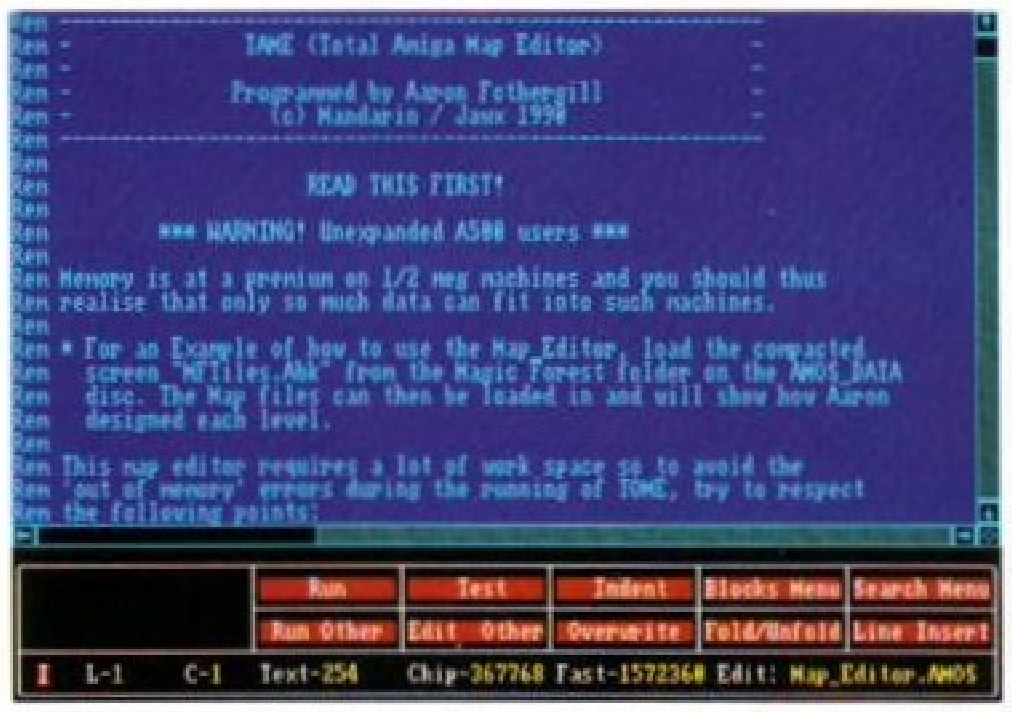
You have just set off the List command. The Amiga reads the command from the c directory of the Workbench disk, and runs it. It produces a list of all the commands in the current directory (the root directory of Workbench). Type:

```
List c
```

This will print the contents of the c directory, the command directory. Try looking at different directories, and do use a copy of Workbench – that way you can experiment without doing any permanent damage. For further reading, look at the Enhancer software manual, the Users manual and (for a full tutorial) *Mastering AmigaDOS 2* by Mark Smiddy. It costs £17.95 but it is well worth it.

AMOS REFERENCE

Are there any tutorial books available covering the AMiga Operating System (AMOS), preferably with lots of listings? Failing that, any general Basic books with lots of listings would be of help.



AMOS has a friendly interface that lets you use the mouse first, until you need to work faster with key commmands.

There are no current specific AMOS books available at the present time, although I understand that there might be one next year. For a general guide, *AmigaBasic Inside and Out* (Abacus) is quite good, although you will have to modify the listings to get them to work with AMOS – quite extensively in some cases.

VIRUSES

Recently a lot of my disks are misbehaving – they show a lot of read/write errors, and often they won't boot (start working) at all. I also get a lot of weird messages appearing (for example, 'Something wonderful has happened...'). What is going on, how do I get my disks working again and prevent it in the future?

You have just been the victim of a virus (possibly even more than one). A computer virus is a program. Their primary purpose is to survive – they can copy themselves automatically to different disks. What else do they do (after a certain number of replications) varies: some put up silly messages; some actually change Workbench (obscene mouse pointers and the like); and some destroy disks.

Viruses can survive soft resets (like just pressing Control plus the two Amiga keys), which means that they are most common among games players who play a game, get bored, just reset, play a game, reset, play a game... The virus then happily copies itself on to the different disks.

There are two main types of virus: the bootblock and the file virus. The bootblock is the first couple of sectors of a disk, which contain the programs to make a disk load automatically. A virus here will go off if the disk is booted. Bootblock viruses can spread amongst all disks.

File viruses are less dangerous (most game disks can't catch them, unless they are standard AmigaDOS disks) but more insidious. A file virus can hide inside another program, infecting other programs on different disks. You'll get a file virus infection if you use Workbench a lot without a virus checker.

Prevention: the easiest way to stop viruses spreading is to write-protect all of your disks (move the tab in the corner so that you can see through the hole). If you must write on a disk (say a game that saves the high-score table) turn off your computer for at least 30 seconds before playing.

Cure: to find any viruses, you need at least one virus hunter/killer program. There are many, many of these in the Public Domain, but as new viruses appear they have to be updated in order to recognise ew strains (viruses often mutate themselves to escape detection).

Look out for *Master Virus Killer* version 2.2 from Amiganuts and also *ZeroVirus III* and *Nuke!* (which



***Master Virus Killer V2.2* can handle about 150 different viruses now, and it's updated regulary to know new ones.**

deals with subtle disk-validator file viruses like for example, *Return of the Lamer Exterminator* or *Saddam Hussein*). These last two are available from virtually any PD library.

SCART

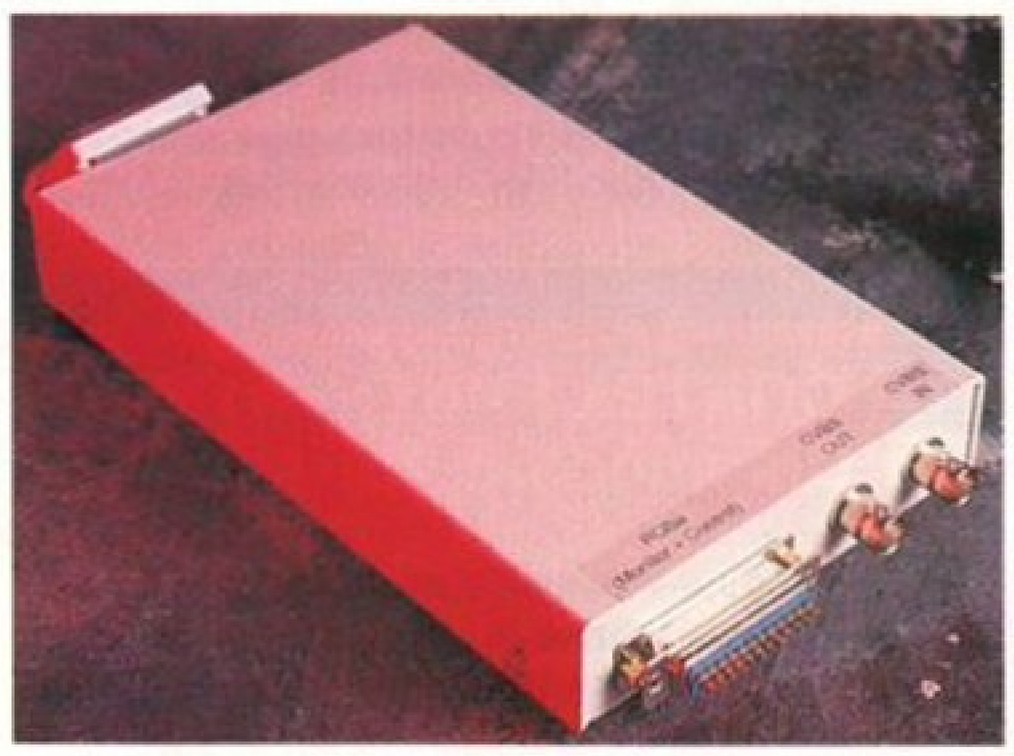
What is Scart? Is it similar to the Peritelevision connector often found on the back of video recorders? And could you possibly tell me how I connect my Amiga to Scart equipment?

Scart and Peri are similar, but they're not the same. They are a combined stereo sound with video connector. Peri uses a system whereby you have to send a control signal to indicate that the unit is plugged in. Although it's possible to do this, most Amiga-to-Scart cables don't have it. So don't assume you can plug the Amiga's video output directly into an Amiga.

What you can do (if you have a monitor with a Scart socket) is use it with both your Amiga (via a Amiga-to-Scart cable – this has jacks for sound too) and a Scart video recorder. More details on Scart next month, including how to wire the Amiga to a Scart video recorder.

GENLOCKS

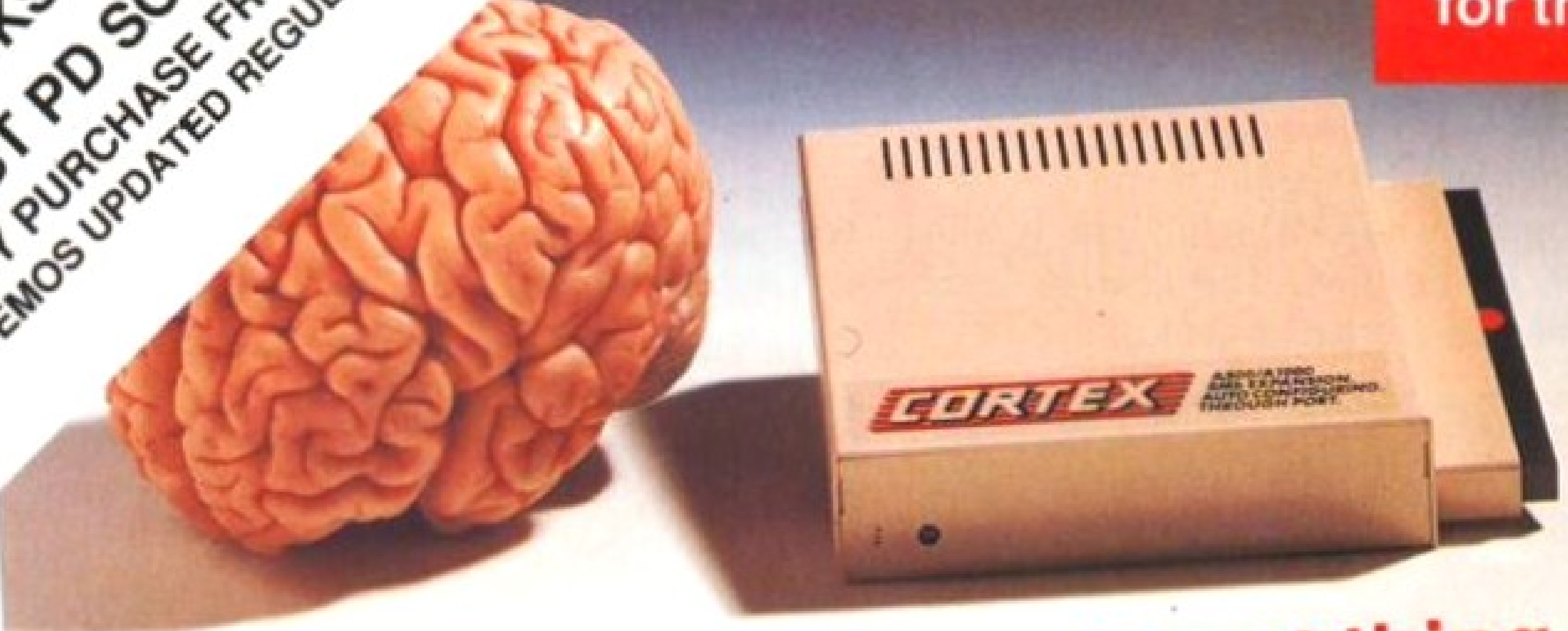
What does a genlock do? Can you recommend one for home use, as well as what the professionals use?



Genlocks come in different shapes and differ greatly in their performance – expect to pay £100 for a cheap one.

A genlock is a box that connects in-between the video signal on an Amiga and a monitor or television. It has a socket on it, to feed another video signal. It takes the video picture coming in from the socket, and overlays the Amiga's graphics on top. A certain colour (usually colour number zero) is made transparent, so the two

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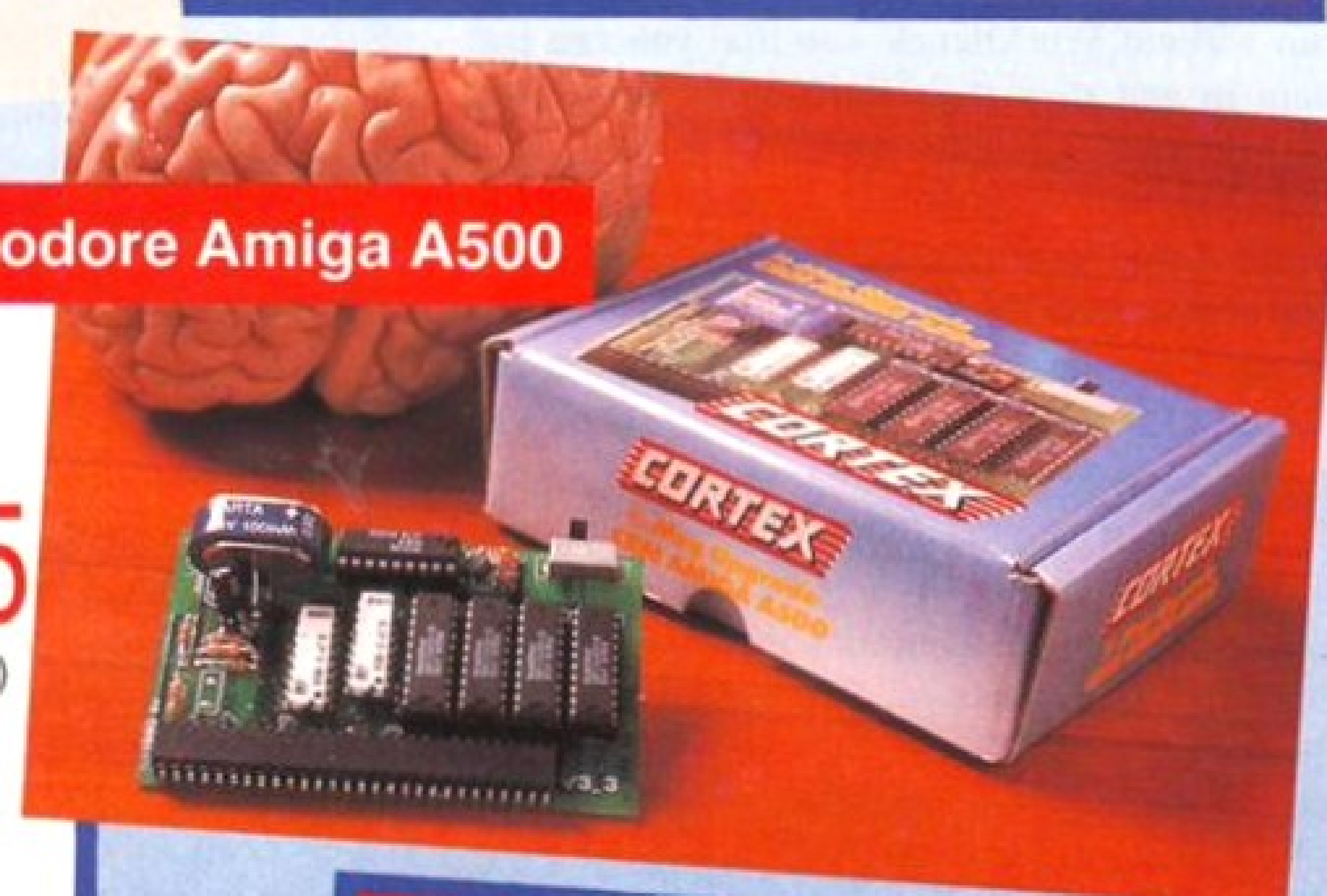
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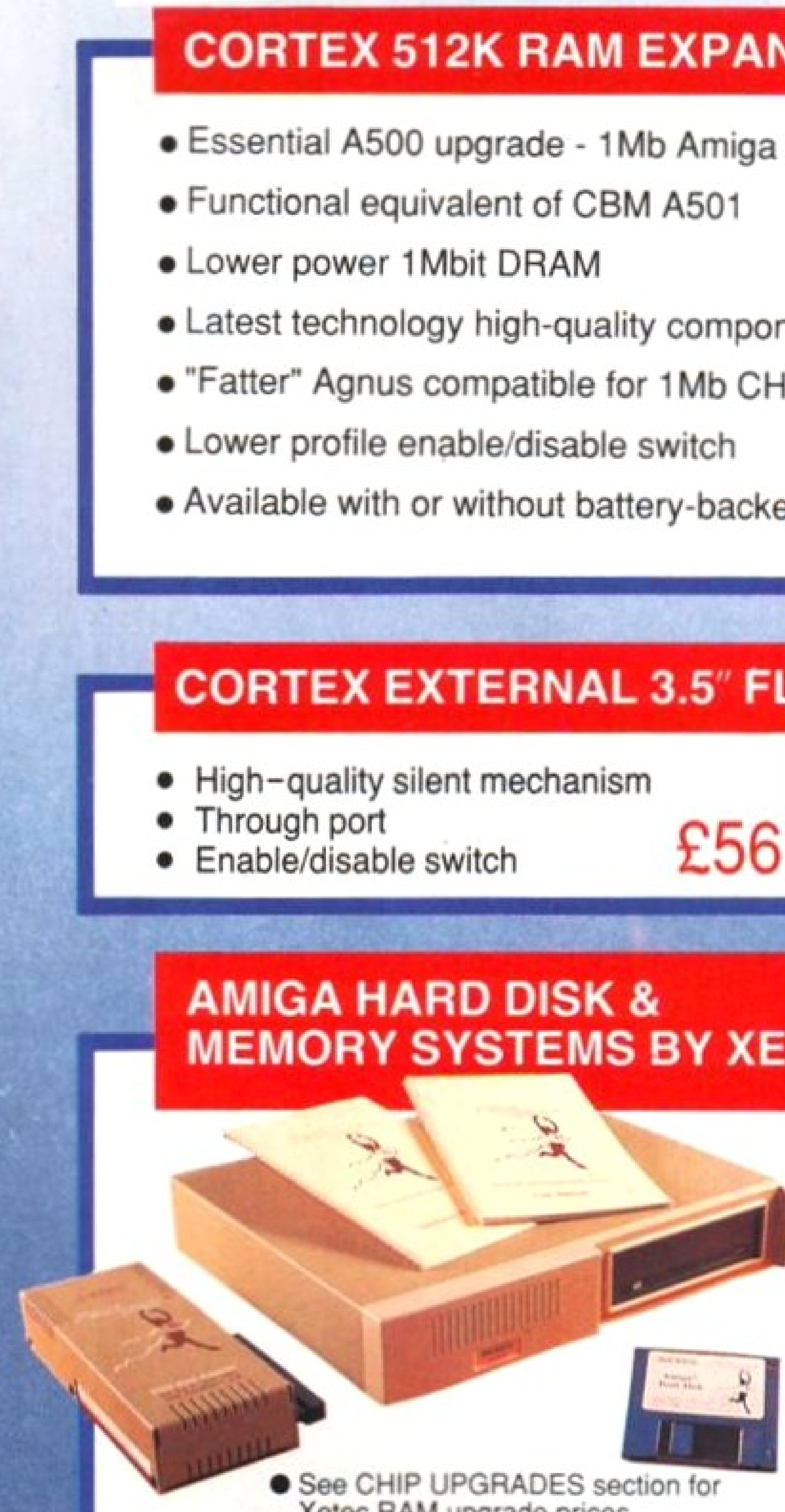
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CHIP UPGRADES

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TOP 10 Emulation Questions

1 What is an emulator?

An emulator is a system (usually consisting of both hardware and software) to let you run programs written for computers other than the Amiga. Although never as good as a dedicated computer, emulators do give you a wider choice of software for your machine.

Software-only emulators (no extra gadgets to plug in) are usually less compatible and slower than ones with hardware. All emulators suffer compatibility problems when you try to run software that doesn't use the target machine's operating system.

2 What are the different IBM PC emulators, and what are their strengths and weaknesses?

The original IBM emulator was Transformer. Running from only a disk (no hardware) it was slow and offered little in the way of IBM graphics. There is a PD equivalent called IBEM, which although very cheap isn't amazing. It also needs two drives to run.

The ATOnce emulator from Vortex (distributed by Silica in the UK) is a good hardware emulator giving AT support (accelerated version of the IBM). It needs an adaptor to fit in the A1500/B2000, but cannot fit in an A3000 and to work with the A500 just requires the case to be unscrewed (it fits internally). Although offering a reasonable PC, it splits memory between the Amiga and the PC side, so you should really have 2Mb or more memory to fit it. It offers you full CGA/MCGA and Tandy graphics, but displays EGA/VGA graphics in black-and-white only. I understand full colour EGA/VGA is on the cards, and will only require a new disk.

The KCS Bitcon Device boa`rd is the easiest emulator to fit. It fits into the trap-door slot of an A500, and can be fitted to more up-market Amigas with an adaptor. In theory, though, it just gives you a bog standard PC (XT type), but the screen handling is very fast and it outruns a lot of true AT PC computers! It can also now handle all colour modes up to VGA. The best all-rounder at present.

If you have an A1500/B2000, Commodore's own Bridgeboards are possibly the best choice. They are not as fast as other emulators, but they probably offer about the best compatibility and are available in both XT and AT models. You can even plug in a PC card or two, to fit standard IBM expansions.

3 Is there a Public Domain Sinclair Spectrum emulator available, and can it run all Spectrum software?

Yes there is and no it can't. It works in conjunction with a sound sampler – you sample Spectrum tape software into the Amiga, where it can be saved on to disk. It also has no sound and is pretty slow, but then again what do you expect for a few quid?

4 Is there a C64 emulator? Can it cope with tape software?

There are a couple of different C64 emulators, but the most up-to-date one is *A64* (a PD program). It cannot use tape software, and requires an additional bit of hardware to interface C64 disk drives to your Amiga to use disk software. Unfortunately this is only available from the author, who lives in the USA.

5 I've heard some conflicting reports about Macintosh emulators and how much Apple hardware you can plug into them. Could you tell me what the options are?

The only Macintosh emulators that I've heard of are the *AMax* series from Readysoft. These are distributed by Entertainment International in the UK. The original *AMax* was a box that plugged into the external disk drive socket. Although it did let you run Macintosh programs, it had very little hard-disk support and required both a Mac disk drive and Mac ROM chips.

The AMax II is similar, although hard-disk support is much better (you can split a hard-disk into Amiga and Mac sections). One feature of both emulators is that they work very well with accelerator cards (necessary for some up-market Mac software). Because Macintosh software is generally well behaved, compatibility is very good.

Coming up soon is the *AMax II Plus*, which confusingly only works with an A1500/B2000. Fitted on a card, it gives excellent compatibility, let's you use the Amiga's disk drives for reading and writing floppies (this might be dropped in the final release) and even has an Appletalk connector for linking to Mac networks. It's accelerator friendly too.

6 Are there any ST emulators?

Yes there are: it's called the Medusa and is available from George Thompson Services, and has a tiny piece of hardware with it. It's available in both A500 and A1500/B2000 versions. A better option though, is the PD ST emulator. Although it needs two drives and is pretty slow, it does give a reasonable quality ST.

7 Is the BBC emulator any good? I've heard it was up-dated recently.

The BBC emulator is fairly good, but it's not very compatible with most commercial BBC software. It also cannot read BBC tapes – it must use BBC disks. The good thing about it is that the BBC Basic is 99 per cent compatible with a true Beeb, so if you're programming with that language (widely used amongst UK educational circles) it's a reasonable buy.

8 Which computers have no Amiga emulator equivalent?

Basically any that I haven't mentioned here.

9 I've heard that you need a DOS system disk when using IBM or Mac emulators. What is this, and where can I obtain one?

Macs and PCs are similar to Amigas, because you can't start using them without putting a disk in first (the operating system is partly on disk – hence Disk Operating System or DOS for short). You need a copy of such a disk (like Workbench they get up-dated every so often) in order to use emulators for these machines. You can get them from most shops which sell PCs or Macs – or you could get a copy from a friend who owns such a computer.

10 Are emulators just as good as owning a true computer of that being emulated?

No. You'll always have a few problems with emulators. Then again, I've never seen a PC, Mac, Spectrum, C64, BBC or ST that was any good at all at running Amiga software.

pictures are mixed. A genlock is not quite a video mixer. You can use them to title videos and for *Roger Rabbit*-style productions, where the computer graphics go in front of the main video picture. If you have two video recorders, then you can play the background from one, and record the final genlocked image on the other.

There are two cheap genlocks for non-professional use. They are the MiniGen and the RockGen, for about £100. Both work with standard VHS home video recorders (and camcorders too). The RockGen plus is more expensive at £199, but can have a chroma keying system put in the back for the same price again.

Chroma keying gives the exact opposite of genlocks. It makes the computer graphics the background, with live action appearing in front. The live action is filmed against one colour (usually blue) so when the final picture appears, you have some video cut into the computer graphics. It's the same technique as used by the weather people on TV.

As for professional genlocks, the sky really is the limit. Most professional systems use SVHS (rather than VHS) for better definition. A cheap pro genlock costs £500 – there are more expensive ones (and chroma keys too) with features like using a background colour other than zero, cue fading and transition wipes.

LOST DISKDOCTOR

How and why do I have to use the *Diskdoctor*? I just keep getting a message telling me that a disk cannot be validated using this program, but I can't find it on Workbench.

You should only use the *Diskdoctor* on standard AmigaDOS disks (ones that come up with 'copyright Commodore' start-up messages). That is to say, one's which look similar to Workbench when starting up. So don't use it on games disks, which often show a validating error when in fact they are perfectly all right.

Here's how you use it. Firstly boot-up with Workbench, and double click on the Shell. Type the following and then press Return:-

```
DISKDOCTOR DF0:
```

The program will ask you to put the disk you want fixed into DF0: (the internal drive which you start up disks from). It will read all of the disk, and then rearrange it. It will inform you of any files that it deletes (sometimes necessary when files are corrupt).

If *Diskdoctor* cannot fix a disk, it will delete the directory and name it as Lazerus. Although all the information is gone from the disk, you can format it and use it again. It's drastic medicine, but sometimes disks do go bad for no reason.

HIGHER DENSITY

What is a high-density disk drive? I've heard that you can fit about 1.2Mb of information on one, but that you have to use special disks on it. Can I fit one to my Amiga and can I use standard disks with it?

A high-density disk drive is one which can read and write data at twice the resolution of a normal drive. In theory it could have about 1.6Mb of data on it. Unfortunately, though, nobody sells Amiga-specific ones in the UK yet.

In addition to wiring the drive, you would also have to put a patch into Workbench to set-up the Amiga to

read-and-write the disks correctly (otherwise you'd find it would just treat the drive as a standard one). So I'm afraid you have to use high-density disks with these drives.



The Advanced Engineering High Density drive is very desirable if you work with files larger than a standard disk.

AMIGA CONTROL

I want to make a control interface for my school project, to control various small electronic circuits (using motors and relays). How do I do this, and where can I get the information from to control it?

First off, take the pinouts of the Amiga's parallel port to your tutor. They will be able to tell you how easy or difficult it will be to do your project (as they'll be helping you with your project, it's really their opinion that counts).

As for controlling it, you should open PAR: as a device for input and output through Basic. Then Input values through the port, and Print values out to it. Check your Basic manual for more information on the Open command.

DISK-CRETE!

Could you tell me how to put a password on disks and files to prevent other people from using the disks or looking at the file?

Please bear in mind that you cannot password games or other non AmigaDOS software. Protection can always be bypassed. Still interested? Well, the easiest way to do this is to move the startup-sequence somewhere else on the disk. Where exactly you put it is up to you, although the c directory is as good a place as any.

Make sure the Execute command (for running the batch files like the start-up-sequence) is in the c directory of your disk. Remember it takes a few disk swaps to set-up on a single floppy system. Use this from Shell, changing "Mydisk" to the name of your disk:

```
List Mydisk:c/execute
```

Then copy the startup-sequence with this, swapping "Mydisk" for the name of your disk and changing the name to the password you want:

```
Copy from Mydisk:s/startup-sequence to
Mydisk:c/Password
```

Delete the old startup-sequence:-

```
Delete Mydisk:s/startup-sequence
```

Now when you boot the disk, it will stop with a prompt for you to type Shell or CLI commands. So type:

```
Execute password
```

TOP 10 Hard Drive Questions

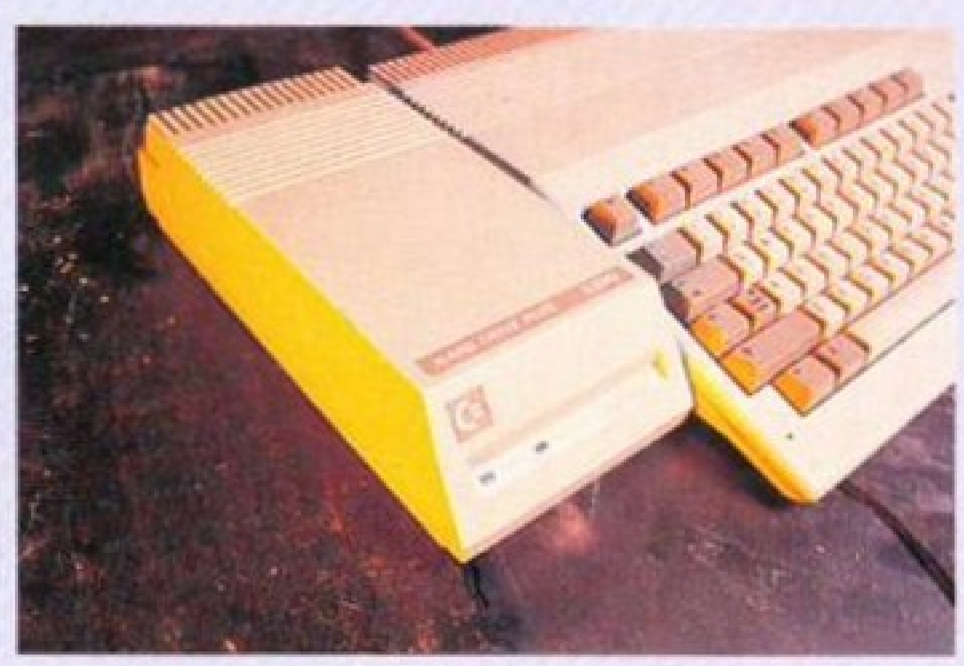
1 What is a hard disk?

A hard disk is a custom made, precision-engineered disk in a sealed unit. The advantage that they have over floppies is that they've much more space on them – their capacity ranges from 20 Mb up to 300 Mb. In addition, there are a couple of different types that behave in a similar way to floppy drives (you can plug different disk cartridges into them) but their use is quite rare and specialist. Such 'removable media' drives range from the 40 MB SyQuest to 500MB+ read/write CDs, and they nearly always need a SCSI.

What's a SCSI? Small Computer Systems Interface – in theory a general standard for wiring a plug to talk between different computers and peripherals. Some hard disks use SCSI, some do not (IDE or ST-506 are two other common variants on IBM PC hard disks). Most Amiga hard disks use SCSI.

Hard disks need a controller with all Amigas except the A3000 (which has a built-in hard disk and a SCSI port). On A500 hard disks, this is usually mounted in the same box as the hard disk, and the whole lot sits on the left-hand side. A1500/B2000 types go on a card to fit inside the machine.

2 What advantages does a hard disk give me?



Essentially, an easier life when loading and saving programs and data. Because hard disks are so large, you can put all the computer programs you use a lot (like word processors, paint programs or other serious software) into one place. It saves scrabbling through a pile of floppies. Hard disks are much faster too.

There is one other advantage to a hard disk. When you set-up a hard disk, you put Workbench on to it. Using floppies, every time you change a Preference setting or customise an icon, you have to copy the 'change to all floppies'. A hard disk only needs one change, which will work with all programs.

If you just want a hard disk to put your game collection on to, bear in mind that most games will not install onto a hard disk. A lot of flight simulations, role-playing and war-games, and a lot of PD will go on to a hard disk, but not much else.

Having said that, though, more and more software of the "serious" nature is released as hard drive installable. Perhaps 20 per cent of the current releases fit into this category, and I would expect this percentage to rise as more and more people buy hard drives. One day, whether or not a game is hard drive friendly will seriously affect sales – probably in a couple of years or so.

3 I'm thinking of buying a hard drive and in each advert I've noticed that they have various access times for each drive. Could you tell me what this means exactly?

The access time of a hard drive is the average time it takes for the read head to reach a given part of a hard disk. It is not a measure of how fast the data actually goes on to or off a disk.

4 How easy is it to set-up a hard disk?

It varies from system-to-system, but generally it's tricky. All new hard drives are set-up at the factory, to start you off. Should you wish to reset the hard drive, then the problems start. You basically some common sense and trial and error the first time you set one up.

5 Are there any books on hard disk management? I've seen a few available for the PC but none for the Amiga.

I'm sorry but there aren't any!

7 How do you write-protect hard disks?

You can't. Some systems have a switch to disable the hard disk when you're not using it.

7 Can the RAM disk be used instead of a hard disk?

Sort of, but it's not as good. If you beef-up your computer's memory (RAM) to 2Mb or so, then you can make use of RAD. This allows you to copy a disk into memory, and then reboot it quickly when you reset. Although this saves loading Workbench more than once, it's not as good as a hard disk, because you must still load programs from and save onto floppies. More details on RAD can be found in the Amiga manual.

8 Are viruses just a problem with hard disks?

No. Viruses copy themselves from floppy disk to floppy disk, and quite a lot of them will not even recognise hard disks. However, some do attack hard disks, which is bad news for the programs and data on the hard disk. Putting all your eggs in one basket means you have to take great care of the basket.

9 Why are PC hard disks much cheaper than Amiga ones?

Because most Amiga ones are better. Some cheaper Amiga hard disk systems use PC hard disks (which can plug straight into a PC – they don't need controllers). SCSI-type hard disks are much more reliable and generally faster than PC types, despite being more expensive. Of course, as more SCSI types are sold, then the price will drop – this is the inevitable rule for hardware; the price does come down.

10 I've just bought a brand new hard disk. It's a metal box with lots of electronics and a couple of connectors. The problem is: how do I wire it up to my Amiga?

You can't wire it directly to your Amiga because you also need a controller. I recommend you phone around hard disk advertisers, tell them what type of drive it is and whether or not it will work with their controller. If it does, buy the controller. If it doesn't work with any of them, sell it.

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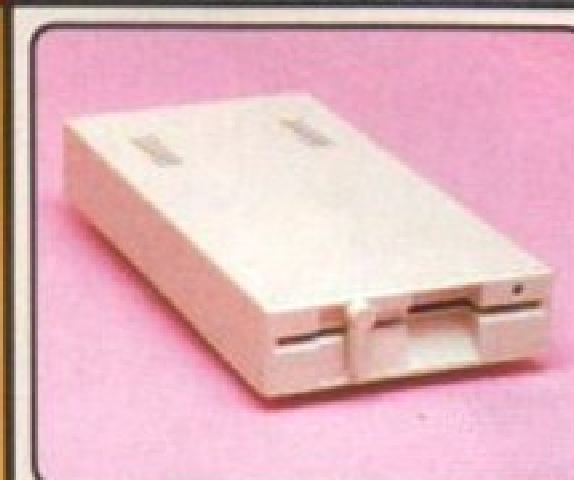
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❻ ANIMATION



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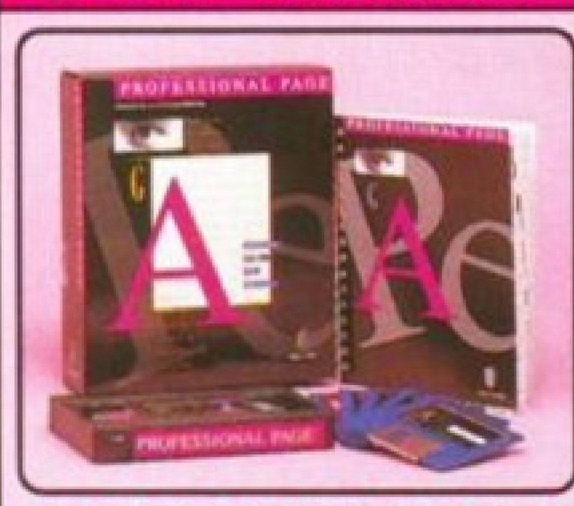
Show Maker allows the creation of complex presentations. Sequence and synchronize animation, titling, stills, music, sound effects and video. Needs hard drive & 1Mb chip RAM.

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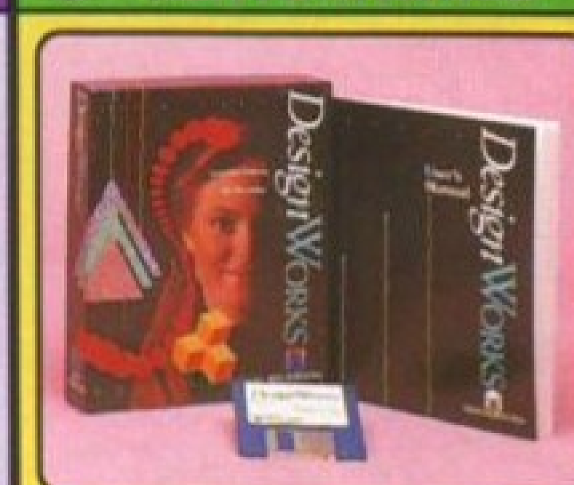
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Which computer(s), if any, do you own? ....

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TOP 10 Agnus Questions

1 Who or what exactly is Agnus?

Agnus is the graphics chip in the Amiga. It controls the blitter (moving graphics around quickly) as well as maintaining the screens and memory area. It doesn't handle the video side of things (producing a TV picture). That's Denise's job. It just deals with chip RAM.

2 What is chip RAM and how does the Agnus chip affect it?

Chip RAM is memory which both the processor (the decision making CPU) and the custom chips (the parts that do the graphics and sound) can manipulate. Here's where all the sound samples and all the screens must go.

The type of Agnus you have fitted to your Amiga directly affects the amount of chip RAM your Amiga has. The A1500/B2000 types have 1Mb of chip RAM as standard. And so do the latest Amigas. But older A500s only have 0.5 MB of chip RAM (extra memory is configured as chip RAM).

3 What is fast RAM?

Fast RAM is memory which only the processor can address. You can't open windows or play sound samples from this sort of memory. What you can do is get the processor to store such data here, and move it to chip RAM when it needs to be seen or heard.

4 How much chip RAM do I need and what's the point of getting more?

You may have noticed on an older A500 that *Deluxe Paint III* can't manage 16-colour, overscan, high-resolution pictures. It's not the program's fault – it's because there's not enough chip RAM available (as screens have more colours, higher resolutions and larger areas, they take up more and more chip RAM).

The point of getting more is that graphics programs such as *Deluxe Paint* can access bigger screens with more colours. If you're into creating with your Amiga, rather than just a player, more chip RAM is fairly important.

Note that the new standard for Amigas is 1Mb of chip RAM. A lot of old A500s are only configured to work with 0.5Mb, although many of them can be expanded to 1Mb quite easily as they have a suitable Agnus chip fitted. If you don't, it's quite possible that some future software will be incompatible with your machine, although there's no need to panic just yet: 1Mb chip RAM Amigas are still uncommon. As it is, a lot of software expects some fast RAM to be available. So don't get 1Mb of chip RAM unless you have some other fast RAM available.

Also note that on an A500, memory that goes in the trap-door slot can be configured as chip RAM. However, 1.5Mb expansions that go in the trap-door often stop working – you get 1Mb of chip RAM but the rest doesn't work properly. Check to see if such an oversize expansion can be configured as chip RAM.

5 Is it necessary to buy a memory expansion with a chip/fast RAM option, or will any do?

It depends on how much chip memory you want to add, and whether or not you want to be able to switch it back to fast RAM (some software doesn't like 1Mb of chip RAM). If you just want 1Mb of chip RAM and you have another memory expansion sitting on the left-hand side of an A500 (or similar) then most memory upgrades with fast enough chips (see the Top Ten Memory section) will work fine.

But, if you just have a 0.5Mb A500, and you want a 1Mb Amiga with either 1Mb chip RAM or 0.5Mb fast RAM/chip RAM, then it makes sense to get an expansion with a switch to choose. That way you don't spend a lot of money and you avoid incompatiblity problems.

6 How easy is it to update Agnus?

I'm afraid it's not easy. Agnus is a square chip, which means you need a specialist tool to winkle it out of its socket. Plugging it in is easy, taking it out is difficult. .

7 I've noticed a few of my latest games, while loading, make the screen jump. The game hasn't crashed – I can hear the music and sound. Hacktrick 60Hz program did exactly the same. What benefits does this 60Hz syndrome offer?

Since the inception of the Fatter Agnus chip (which by now most Amigas have) it's possible to switch between the European PAL (50Hz) video standard and the American NTSC (60Hz) one. The benefits of 60Hz is that it speeds the system up by over 10 per cent, but only displays 200 vertical lines (that's why a lot of games leave a blank area at the bottom of the screen).

To get a 50Hz or 60Hz on your system, run some suitable software program (Vectacheck from Coverdisk 15 allows you to choose which you want, as do other PD utilities). If the picture doesn't change, your Agnus doesn't have the feature. If it wobbles, try an adjustment to the vertical hold control on your monitor – this will produce a clear and steady display. Notice on most systems you need to do this adjustment once or twice, to find a midpoint which will lock onto 50Hz or 60Hz.

8 How many different types of Agnus chip are there?

So far as I know, six. The 8367 Agnus was the original rectangular chip fitted to A1000s years ago, and is obsolete. The 8370 Agnus is no better, but it's the right shape to upgrade. The 8371 Fat Agnus can be upgraded to 1Mb of chip RAM, but has no ECS (Enhanced Chip Set). The 8372A Fatter Agnus has 1Mb of chip RAM and ECS. The 8372B has ECS and up to 2Mb of chip RAM (it's fitted in A3000s). Finally the 8375 Super Fat Agnus is the latest Agnus fitted in A500Ps. It gives up to 2Mb of chip RAM and has ECS.

9 Are there any other custom chips that have different versions?

Only the Super Denise, fitted in A3000s and A500Ps, which with an ECS Agnus gives full ECS support.

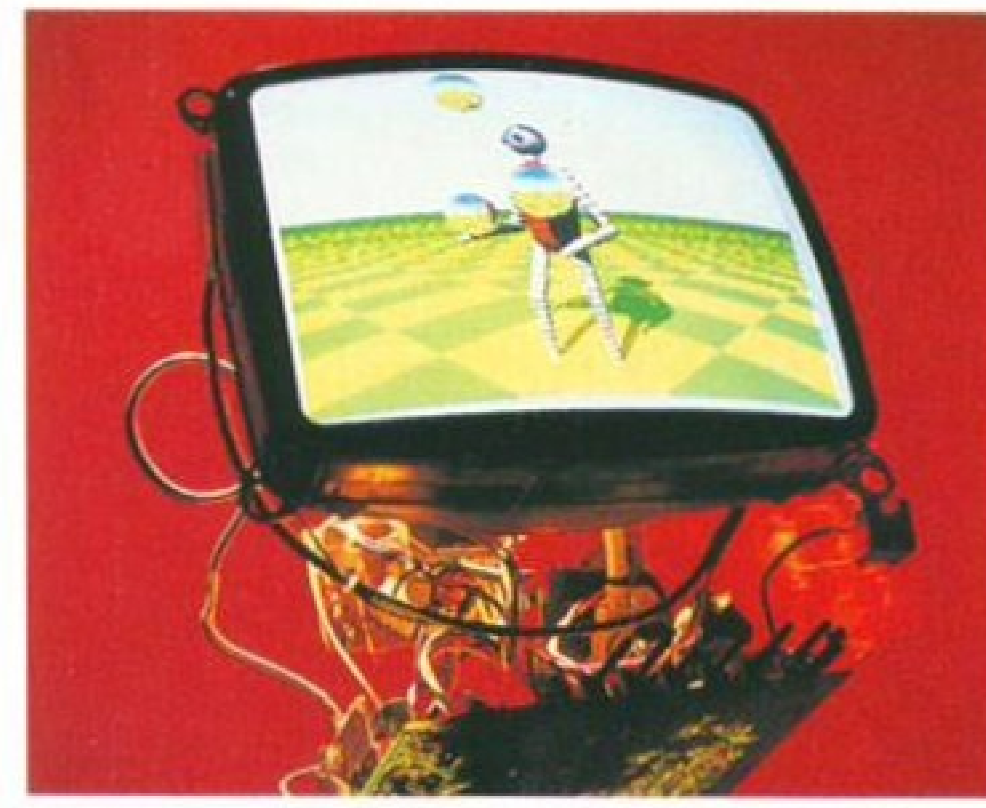
10 What is the Enhanced Chip Set (ECS)?

The ECS is all the old Amiga's graphics modes, plus three new ones. Super Hi-res mode gives 1,280 pixels across the screen, in up to four colours. Productivity mode gives an interlace quality horizontal mode but doesn't use interlace – you just need a multisync monitor, you don't need a flicker fixer as well. Again it's four colour only, and is great for desktop publishing or word processing. Finally comes A2024, which gives a resolution of 1,000 x 1,000 or better and works in four colours, only they must be four shades of grey. The ECS only works properly with Workbench 2.

You will now find that the disk will run normally. Beware of using parent's names for passwords , because if you do this they tend to get the wrong idea of your intentions should they see you using passworded disks! It's also a bit obvious.

MONITOR LEADS

I've just gone out and bought myself a second-hand monitor, and would like to know how to connect it up to my Amiga.



Monitor connectors differ a lot as to the number of pins and shape: but generally any monitor should wcrk OK.

Assuming you know the pinouts of the monitor, look at the back of the user's guide. There's a listing of the Amiga's video pinouts. The pins you have to connect are GND; analogue red, green and blue; and CSync. If the monitor has two sync pins (HSync and VSync) then you should connect these instead of CSync, because the monitor is a multisync type.

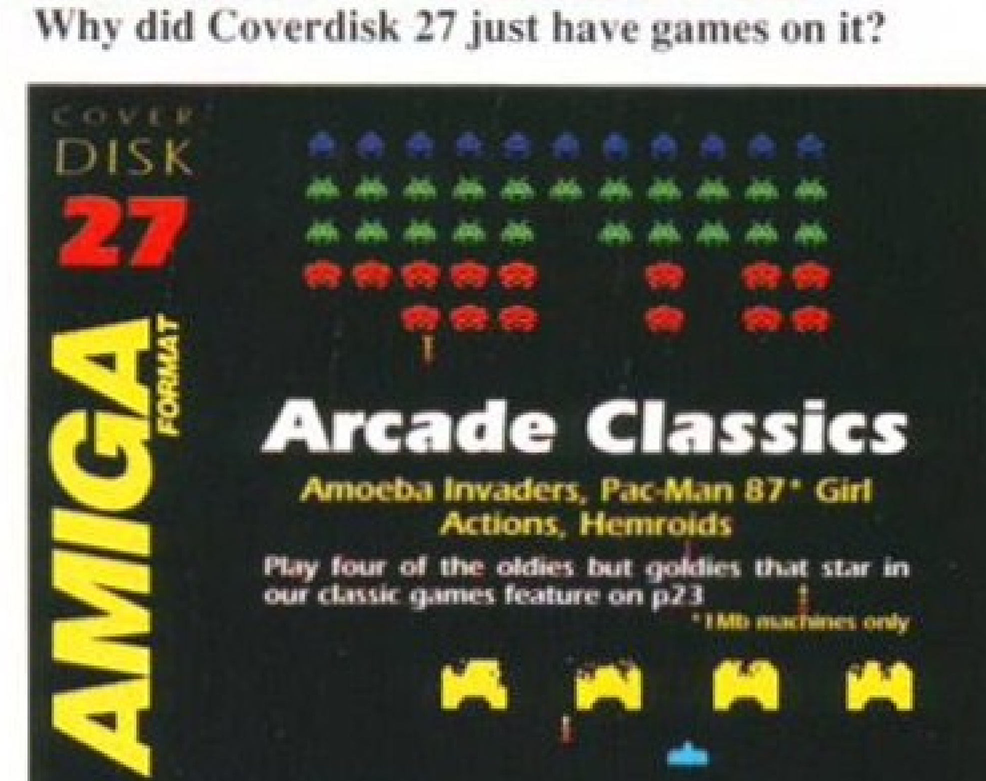
DISK TROUBLE

Every time I try to delete a file on a disk or save a file to a disk, I get a message telling me that the disk is write protected, even though it isn't. Why does this happen and how can I stop it?

What has happened is the detector in the disk drive which checks the write-protect tab has failed. The computer thinks that the disk is write protected, because that's what the sensor is saying. The thing to do is send the computer back, if it's under warranty or get it fixed (locally if possible) if it isn't.

ARCADE CLASSICS

Why did Coverdisk 27 just have games on it?



Coverdisk 27, widely seen as the shape of things to come. Have we turned our back on utilities? Of course not!

Because there wasn't any space for utilities. Many readers are into old arcade games, and because that's what the feature was about we decided to let you decide for yourself whether games had lost touch with their roots or not.

AMOS HELP

Any chance of an AMOS column to help me start to program?



Real soon *AF* will start printing regular programming guidelines from the Bullfrogs, authors of *Populous 2*.

There will be a programming feature very soon. Starting in a month or so there will be a machine-code tutorial by the Bullfrogs. Although the listings won't be AMOS specific, a lot of the background information will be.

STARTUP SEQUENCE

How do I write or modify a startup-sequence on a disk? What software do I need? I can never seem to get at the one on the Workbench disk, why?

A startup-sequence is a text file. You could sit down and type all the commands in manually, but that would mean Workbench would take about 15 minutes to load! To write or modify text files, you either need a text editor or a word processor.

There is a text editor on the Workbench disk itself, called Ed. It's very finicky and difficult to grasp without leafing through the manual, but if you read AUTOBOOTING DISKS you should get the general idea.

COBOL PLEASE

Where can I get a Cobol compiler for the Amiga?

I don't know. Does anyone else?

PUBLIC PROBLEMS

I don't understand a lot of Public Domain programs. The documentation just doesn't tell me enough to let me use the programs. Help!

PD first started as a general method of communication for programmers. The best method of finding out about PD programs is to write to the author. Inside practically all PD programs is a name and address for you to write to about the program.

It's a good idea to send a stamped, addressed envelope with your request for help (when dealing with programmers from other countries, International Postage Coupons are available from post offices).

Many shareware programs have incomplete documentation – the idea is that you only get the full documentation when you send off your shareware donation.

TEXT TRANSFER

What is the best way to transfer text files from the Amiga to other computers and vice versa?

In the case of the PC or ST, the best method is to use MessyDOS (PD) or CrossDOS, which sets up the Amiga to read and write PC format disks. For other computers – which have a serial port – you have to get a null modem cable to link the two, and some communications software at either end to download and upload software from one place to another.

PASCAL

Where can I get a version of the Pascal language?

Most PD libraries have PCQ, a Pascal compiler. Some also stock PCQed, which is the same program but with a text editor and a linker as well.

DIGITIZERS

What are the best graphic digitizers and framegrabbers for the Amiga?



Digitisers provide a simple way of reading video pictures into the Amiga. Press play and pause, and instant picture!

At the lower end of the scale (£100 or so) both Vidi Amiga (Rombo) and DigiView (Newtek) are worth considering. Vidi Amiga is fast, and can create simple black and white animations from a video source. However, the digitized quality is not as good as DigiView, which has some powerful but slow grab processing software.

Both digitizers can only cope with mono still (paused video or video camera) signals – you either have to use a black and white video camera plus filters or Rombo's RGB splitter (it works with both) to get colour grabs. Vidi RGB also needs VidiChrome to get colour pictures.

As for expensive – £500 or so – framegrabbers (digitizers which can grab from a moving video signal, as opposed to a paused one) both the JCL ColourPic/SuperPic and the Marcam framegrabber are good. I prefer Marcam's offering (it's easy to use and the pictures are pretty good) but SuperPic has some more advanced features for those who want the very best.

MORE POWER

I'm worried about the power supply unit (PSU) that came with my A500. I've heard that it's too puny to cope with more than 1MB of RAM and one extra drive. Is this true? I want to expand my computer much more than that. Can I get a more powerful one?

It is true that some A500 power supplies are only capable of powering 1MB of memory, a modulator and one extra disk drive. However, some are more capable – I have seen Amigas that can cope with a hard disk and 2MB of memory as well.

The two big warning signs that your power supply is being overloaded is that the power LED goes very dim when expansions are plugged in, and mechanical devices (that is, disk drives, both hard and soft) speed up and slow down, creating read/write error messages.

You can get meatier power supplies – WTS (0582 491949) supply one for only £45 or so. They're not the only ones who sell such units – check out the adverts for different suppliers.

TOP 10 Irrelevant Questions

1 Where can I get the game (insert ancient obscure game of your choice)?

Check out the long mail-order listings. Bear in mind that the older software tends to be incompatible with the later Amigas.

2 I like your Coverdisk labels. What equipment do I need to make mine look like that?

An Amiga, an Action Replay 2, a DTP system, a Linotronic 300, and an off-set litho web. Total cost £1,000,000 plus a warehouse to put it in and a dozen or so people to operate it. You don't need the latter items, as bureau companies will do the actual printing for you.

3 Why don't games use the keyboard

Why should they when 98 per cent of Amiga owners have joysticks and the remaining 2 per cent would never touch a game anyway?

4 My 5.25-inch disk drive has suddenly stopped working. Why?

Because it's broken.

5 Why don't you use *PC Format* paper?

The sort of paper that they use on that magazine is lighter but thicker than the paper we use now. *Amiga Format* would be a lot thicker but more insubstantial if we used it.

6 Why does everyone knock the new Erasure album?

Because they don't like it.

7 Why are your mags so good?

Because we work hard.

8 The Amigas in your pictures often have a red LED power light. The thing is I'm a bit worried because mine is green. Do I have a bootleg Amiga?

Minor details like the LED colour often change, but it's basically the internals that really count. Different LED colours do not cause any incompatibility problems, but please note that Amigas that have green LEDs often have the more up-to-date Agnus chips.

9 Is it possible to get my LED upgraded from red to green?

No.

10 Why don't your Coverdisks work with my IBM PC?

Because they were designed for a far superior computer system, the Amiga, which isn't directly IBM-compatible but can be made so. The opposite is not true, and probably never will be.

AMEAGRE PRICES FOR AMIGA USERS

GAME	PRICE
3D Construction Kit	£32.95
3D Pool	£7.95
AMOS 3D	£22.95
AMOS Compiler	£19.95
AMOS The Creator	£32.95
Addicted To Fun-Rainbow (comp)	£13.95
Advanced Fruit Machine	£5.95
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Alien Storm	£16.96
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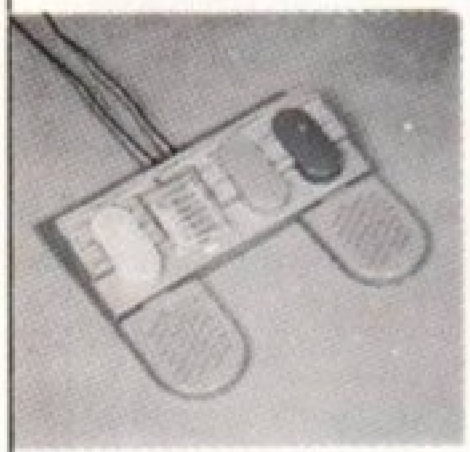
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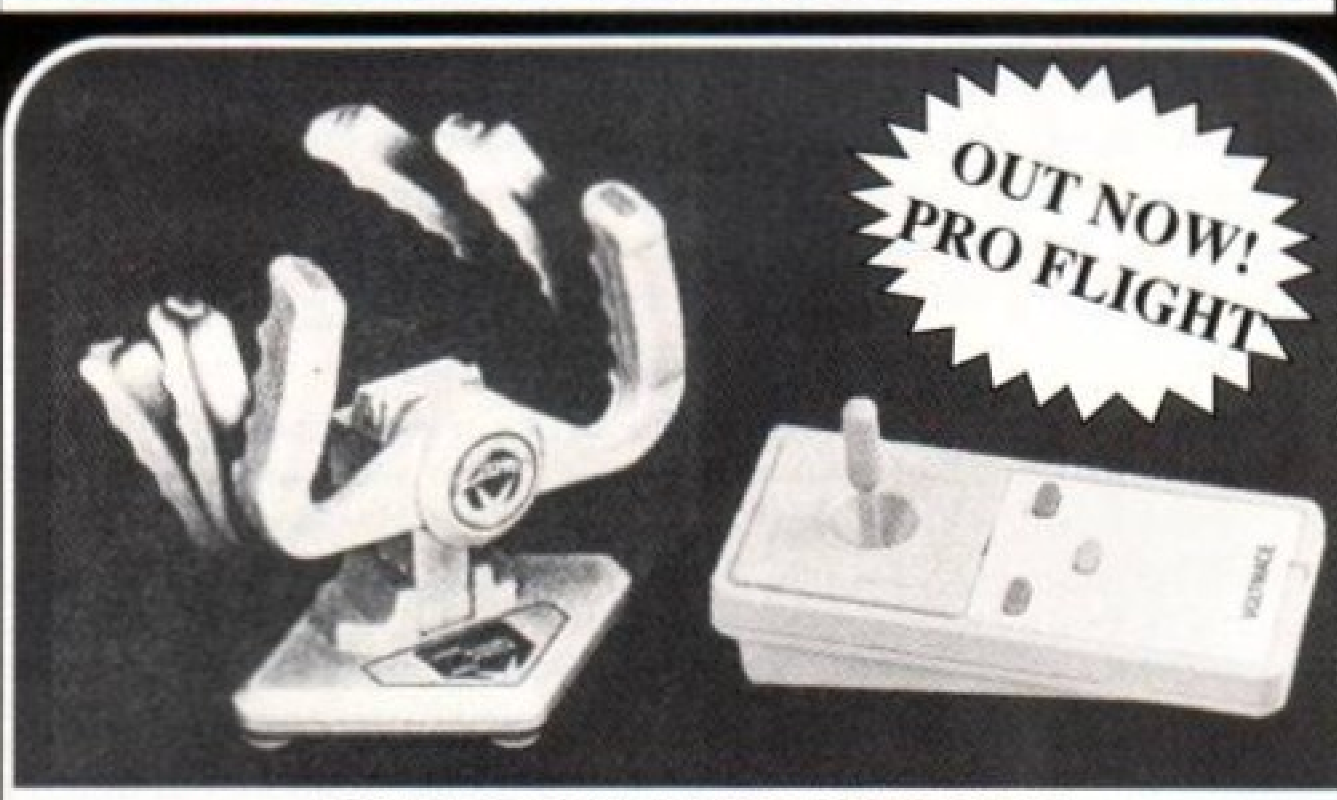
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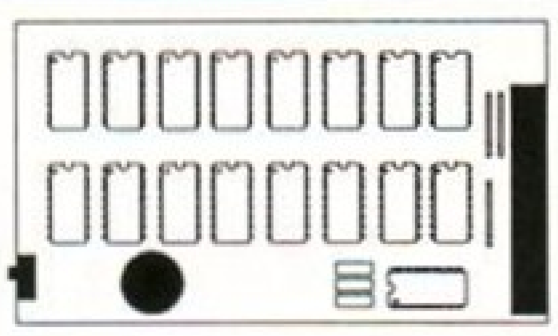
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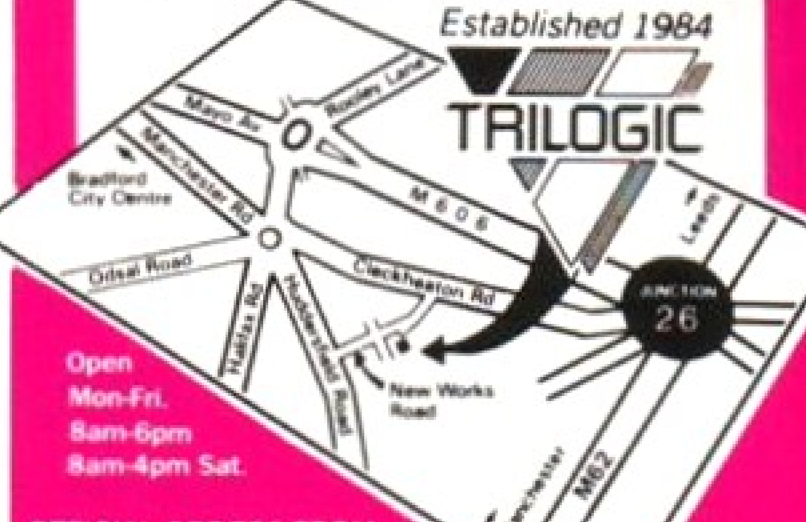
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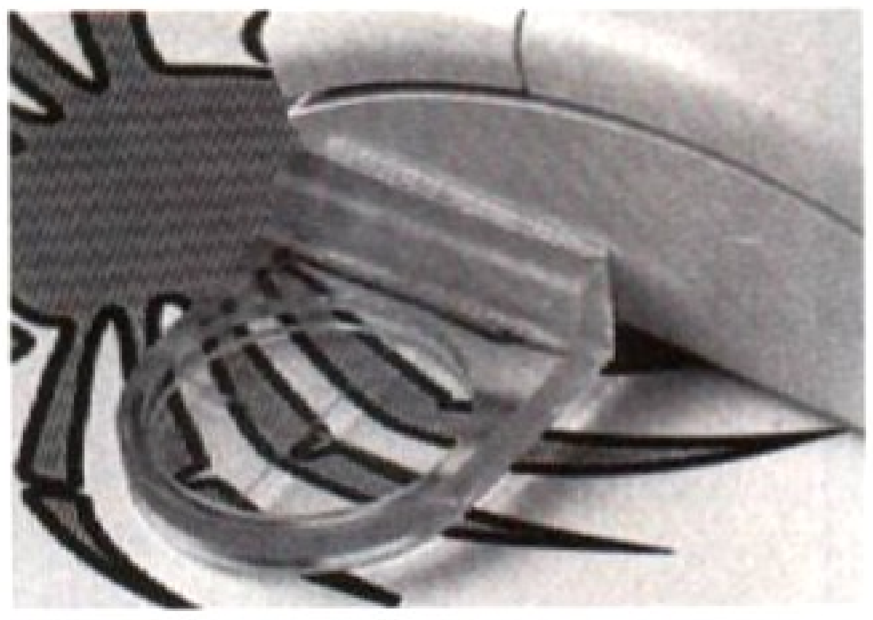
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If you've got owt to say, then this is the place to get it printed. If you want to share your wise thoughts, explain your experience or create a few waves, then do the write thing. Keep it brief, original and witty. Then send it to **Letters, Amiga Format, Bath BA1 2BW.**

AF BY MAIL

You can actually make life a lot easier for us and make certain of getting a reply if you make darned sure you're addressing your letter to the right person or place, so here's a guide to what to send where. We can never give personal replies by mail, so don't send us a stamped-addressed envelope: and we can under no circumstances give personal replies by fax.

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If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
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GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game – whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice – or if you've read of a problem in Helping Hand that someone else has and you can solve it, then send in the answer to win a prize!
MAFF EVANS, GAMEBUSTERS (OR GAMEBUSTERS HELPING HAND), AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, if they're short there's a better chance they'll get in. Prizes for the best two. LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

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To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. don't put several entries in together, or include entries with letters to any other part of the mag.
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PROTECT AND SURVIVE

I was playing on the First Epoch of *Mega-lo-Mania* and had reached Cilla, the third island, when something weird happened. The island showed up, but the control arrow would not move. Suddenly my sector was 'nuked', and when it turned to the screen which normally says 'Loser' or 'Prime Minister', it said 'Pirate'. The computer just kept repeating 'It's all over' until I reset it.

If 'Pirate' implies it is a copy, should I inform FAST as I bought it as an original? Has this happened to anyone else? Help! I tried it again and nothing happened, so is it a one-off? Or a rip-off?

Andrew Murray, York

This is typical behaviour for certain kinds of manual-protected games. What obviously happened is that you entered the wrong code from the manual at the start of the game. It lets you play for a bit, then effectively shuts down. The 'Pirate' bit is just the coders, Sensible Software, being a bit cheeky to get their own back! If you have an original of the game and you enter the codes properly, you should be fine.

HEALTHY DEBATE?

PRIZE

I'm writing in to moan about the Letters pages. Every month someone says how good the CDTV is and asks if they have got a Fat Agnus (by the way, do you need a picture of them to tell?). In November there were two letters that won a prize: one just said that they had an Amiga 3000 and the other one said about a song. It's about as exciting as an episode of *Neighbours*.

Paul Clifton, Swindon

Hmm, fair comment. But I feel bound to point out how relevant all these things are. Batten down the hatches for a long reply from your Editor.

Early next year, you'll be given the choice of buying an A690 CD-ROM drive to attach to your Amiga. It'll cost about £250-£300, which is big money, so you need to know what you're getting. About the only people around at the moment who can speak with any authority on that are CDTV owners: because they know what the combination of an Amiga and compact disc-based software can do. So it seemed smart to me to see whether CDTV owners were pleased or disappointed with their machines.

Whether or not you have a Fat Agnus can make a big difference. A number of people with the old Skinny Agnus found that they could not play the game demo Blues Brothers *on the last* Amiga Format *Coverdisk. And it's an important part of the A500 Plus configuration which looks like it could be an upgrade target for the rest of us in the near future.*

The guy with the A3000 was pointing out how few games would work with his machine. Lo and behold, what happens only a few days after we print his letter? Workbench 2 arrives on the Amiga 500 and all the games software houses panic to make sure their games work on it. If only they'd done what that chap recommended, and developed games that would work on the A3000 months ago, we'd have had no incompatibility problems at all when the A500 Plus came out.

And finally, if you're a new reader you may not know that for months we've been awarding a T shirt to anyone who finds a song with computer game in the lyrics. It all started when we listened to Lou Reed's Down at the Arcade and heard him sing about playing Defender*: and we thought it would be nice to discover other games immortalised in song. It's all just a piece of fun, really.*

Anyone else got a complaint about Letters pages?

PLUS WORRIES

I am rather concerned about the sudden appearance of the A500 Plus, complete with Kickstart 2.04 and Workbench 2. I have in fact seen one of these machines in my local Dixons' computer display.

My concern is whether it is going to be possible for us owners of 'older' Amigas to upgrade to the new operating system and, if so, how expensive it might be: or are we doomed to own a machine that no-one cares about or produces advanced software for, unless we buy a new machine?

Rennie Girvan, Glasgow

You should have read in the News pages that Commodore are to produce an upgrade kit, but if not look there for all the details. It's worth mentioning that we'll be taking a look at whether you should upgrade, how far you should go and what you get for your money in the next issue of Amiga Format.

SPOOK!

I watched Toy Soldiers the other day, and what did my roving eye see? The FBI using Amiga 2000s to plan a raid! There also happened to be another in one of the boys' dorms. Interesting, huh?

Nick Davis, Congleton

Very interesting. What's Toy Soldiers?

DISK-GUSTED (CRINGE!)

I have been a regular reader of *Amiga Format* for a very long time (Issue 4 of *ST/Amiga Format*, October 1988) and so I feel it's past the time when I ought to

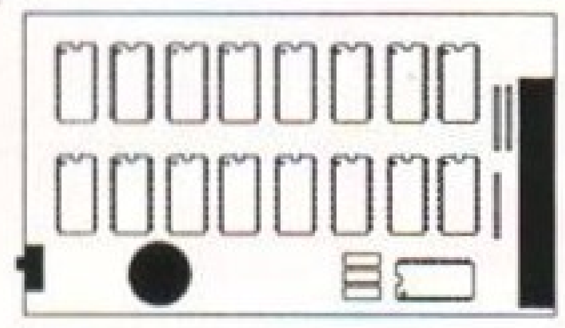
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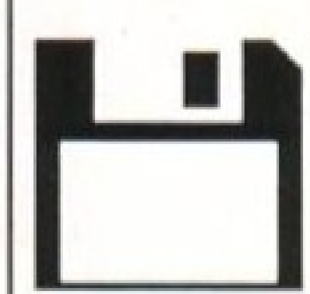


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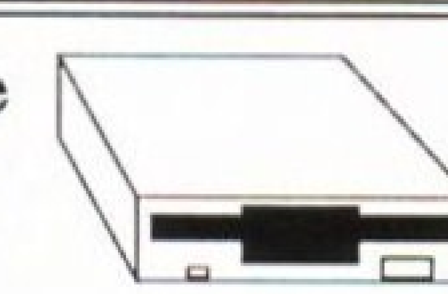
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speak out. In the past I would await the day that bundle of joy got pushed through the letterbox, and when it did I would rush up the stairs to try the disk and read the mag, but not any more.

Now I just continue my sad life, hoping that you will all be replaced by a bunch of hamsters and the Coverdisk will improve. I don't dislike the magazine, but at the price of £2.95 it's a bit much for a few bits of paper and a disk which sits gathering dust.

Ted Bovis, Hingham

All right, all right! We've had a lot of people say lately that we should have a lot more utilities on the disk, so we'll get on and do it. Tech Ed Pat will be pleased to provide them. I'm not about to lose the game demos, though: you look at the number of top games, like Lemmings *and* Mega-lo-Mania*, that we've brought to you over the last year. It's got to be worth it.*

I think I should point out that the price of Amiga Format *has not changed in 30 issues (except for the double disk ones like this, of course: but an extra £1 for £170-worth of software ain't no rip-off). At the average rate of inflation over the last two-and-a-half years, the magazine really ought to cost more than £3.70 by now, and I know a lot of magazines that have increased in price more. And look how much magazine you get for your money: this issue is three times the size of Issue One of* Amiga Format*! And another thing... no, perhaps I'd better stop there, before I get a bit too carried away!*

SNEAK ATTACK

I'm afraid that somebody's made a mistake. In the Philips competition in Issue 29, you had to correctly answer the three questions to win the hi-fi. But the third question is wrong, because none of the three companies listed as possible answers actually builds the Stealth Fighter!

The F-117 is actually built by the Lockheed company in Burbank, California. Under the leadership of Ben Rich, the Lockheed 'Skunk Works' research and development team designed the aircraft with the project name 'Senior Trend'. Its first flight was in June 1981 and it was ready for operational service by the Autumn of 1983.

There are 59 aircraft operational, to date three have been lost in training exercises. The 'Stealth Fighter' name is actually misleading, since the aircraft, named "Black Jet" by its crews, has limited air-to-air capability. Its mission is precision strike and reconnaissance. It was battle-proven first in Panama, but later and more intensely in the Gulf War.

The F-117A is only the first generation of Stealth technology: later aircraft such as the Northrop B-2A strategic bomber, F-22 advanced tactical fighter and the recently-revealed TR-3A reconnaissance aircraft will be ultimately more effective and capable. And that concludes today's Reith lecture on low-observable (Stealth) technology.

Kevin Ronaldson, Glenrothes

How very interesting. Yes, you're quite right, we didn't offer the correct answer so we'll accept anything for the last question in last month's competition. The person responsible has been sent up in a Lockheed F-104G Starfighter, which gives him about a 50-50 chance of survival.

Incidentally, I have it on very good authority (a Bristol taxi driver) that the Stealth Fighter was actually built with the aid of captured aliens, whose own advanced technology is kept under lock and key at the mysterious Hangar 13. The same cab driver proposes the theory that corn circles are so perfectly formed that they must have been made either from above or, and this is the killer, from underneath the ground. Are moles poised to threaten civilisation as we know it? Answers on a postcard, please, to David Attenborough and his family of gorillas, care of BBC Wildlife, Whiteladies Road, Bristol.

THAT AGNUS AGAIN...

Recently I have noticed that some (though admittedly very few) games and demos fail to work on my A500, yet work perfectly on a friend's.

The PD utility SysInfo indicates that the only difference between the two machines is that mine is fitted with an older 'slimmer' Agnus chip, whereas his possesses the newer 'Fatter' Agnus. I also suspect that my machine is older than his and at some stage has been upgraded to Kickstart 1.3.

Is the difference between the two Agnuses the most likely cause of the problem? And if so, is it simply a matter of removing the old one, and inserting a new one in its place?

Chris Wright, Halton

Basically, yes all round. I'd advise you to hang on for next issue, when we'll take a good look at the whole upgrade scene, including modifying Kickstart 1.2 machines for Workbench 2, upgrading to 1Mb Chip RAM, fitting the new ECS Denise chip and, of course, all about Agnus.

DO A DEAL

All I have left is my A500. My parents are dead and my brother is on crack. Please, please! I have no money! Please send me some games!

John Spicer, Buckhurst Hill

To lose one parent might be considered a misfortune: to lose two must be seen as carelessness. Luckily for you we're a bit desperate ourselves, so we'll send you some excellent games if you get your brother to send us some crack.

OPINIONS NOTED...

If you're after a game ending with a difference, you can't go past *Flood*. After battling ihs way through 42 levels of shree hell, the little green blob emerges victor only to be splattered by a truck wheel. How's that for justice?

Jeff Paine, Victoria, Australia

Gamebusters is too small, I'm waiting for it to grow! I have got loads of tips and cheats for my games and I'm sure many other people do too.

Angela Bauxer, Catford

Has *Amiga Format* forgotten about us less well off owners who simply cannot afford the likes of a 1 Meg upgrade, rendering December's Coverdisk more or less useless?

Si Boyle, Upper Cumberworth

It seems that some people have problems with mail order suppliers – cheques cashed but no goods received. I suggest that people buy by credit card as they are then protected under the Consumer Credit Act against non-receipt of goods.

Durig Lewis, Burscough

What Maff failed to mention in the review of *Lotus Turbo Challenge 2* is that to use the four-player 'datalink' option will cost an extra £36: £9.99 for a cable and £26 for another copy. what a rip-off!

Stteve Goodwin, Newton-le-Willows

I agree with you on your viewpoint that software houses should replace disks that you are not allowed to back-up that have stopped working.

Julian Trybulec, Sydney, Australia

I have bought a CDTV which I think is brill. You told us to wait for the CD-ROM drive: but I did some adding up. The CD-ROM is being sold for £200-£300. I sold my Amiga 500 for £150, my 1.8Mb RAM expansion for £100 and my CD player for £100. My wife paid the other £150.

Mark Salter, Barrow-in-Furness

I bought a second disk drive and it says on the box it is a double-sided disk drive, but if I turn the disk upside-down it won't go in. What am I doing wrong or do I have to adjust the drive?

Gary Wheatley, Blackthorn

About overpriced CDs: I know for a fact that CDs cost about £3 each to make, so unless CDTV CDs are handmade... I know that the companies have to make a profit, so the maximum cost for something liike *Xenon 2* CDTV should be about £25. But £30 - £35? Come on, even for the IBM that's a rip-off!

Paul Ng, Swindon

Please tell me: what are the Coverdisks stuck to the front of the mag with, superglue?

Nick Brooks, Peterborough

I would like to say congratulations on the World of Commodore show, I thought it was brilliant!

Thomas Ryan, Upper Clapton

In recent months you have been bagging traditional strategic conflict simulations like *Halls of Montezuma*. I feel that reviewed in its proper context this would have got a better score. The traditional strategic sims have their place: it's just that it takes a bit longer to get into them, but once you have, commanding 3 Para and 22 SAS at Port Stanley is just as exciting as going one-on-one with a MiG-29.

Peter Tosi, Mundingburra, Australia

We older computer users tend to get slightly neglected by the computer mags. There are still a lot of us around who bought our first computer when the word 'Commodore' referred to the bloke who ran the local yacht club.

T Varley, Halifax

A Danish computer magazine recently let go of the idea of whether English equals in fact are corrupt or not. And since we are many to react positive hereto, I thought why not confront you with this allegation?

Kim Gabriel, Kastrup, Denmark

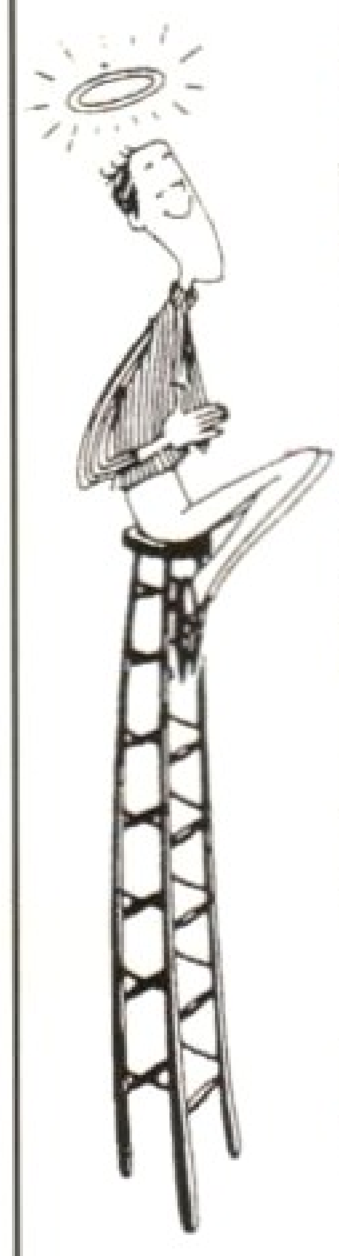
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BAD TASTE

Dear *Amiga Format*, I think your answer to the last letter was in bad taste. Shouldn't a magazine like yours be encouraging a responsible attitude, rather than being seen to condone illegal, physically dangerous, addictive and destructive habits… like playing games?

Michael Shocked, DEA

How did that get in there?

DOUBLEPLUS WORRIES

I am getting an A500 Plus for Christmas and I would like to know what games are available for it. It would be a great help if after every review you could say if it worked on the new machine or not.

John Woods, Brentwood

All new games released will work on a Plus, which is why we haven't gone in for a labelling system on our reviews. Of the older games, refer to the list in Issue 29 (available from our Back Issues dept: see Page 238) of all software we so far know to have been tested and to the update in the News pages of this issue. But generally, we have not been inundated with details of more and more non-working software and so it seems that the compatibility problems are very limited.

DOUBLEPLUS WORRIES PLUS

After I had owned my Amiga 500 for about 10 months it broke down and the store I bought it from kindly changed it for me. As they didn't have the 500K machine they supplied me with the new 1 meg machine. I was even more surprised when I found a new Workbench within.

After two weeks of computing I decided to have a go on *SWIV*, which I purchased way back in Easter. To my disappointment it wouldn't work and I put it down as a lost cause. But on reading the article "Inside the new Amiga: compatibility problems" in the December issue of *Amiga Format*, I was furious.

How could Commodore be so inconsiderate to Amiga owners like me? Please help! Is there any way in which to get my game back, or my money. £25 is a lot to somebody my age (13) only to be wasted.

G White, Dorchester

You may have lost a little on the swings, but you've gained massively on the roundabouts. Sure, you've got one of the few games that doesn't work on an A500 Plus, so that's £25 down the pan. You could always sell it to a friend with an older Amiga. On the other hand, for the price of an old 512K Amiga you've also got a half-meg expansion (worth about £50), Workbench 2 (worth £80), and a new Denise chip (worth about £30) all for nothing at all. I reckon you've come out as winner all round. Lots of people would gladly swop with you!

SMART OR DUMB?

I have just sold my Atari ST and got an Amiga. I found out that Amigas are the best of the two. I have got some ST games left and have been trying for two months to find a way to use them on the Amiga: can you put me out of my misery?

Matthew Coxhead, Leyland

What have you been doing: trying to force them in the disk drive at funny angles? You can't run ST games on an Amiga, I'm afraid. We can, however, put you out of your misery. A letterbomb is on the way.

AHOY, SHIPMATES!

I am writing to tell you that I have been copying, hiring and selling games for about a year now. Is it illegal? My friend told me it wasn't. I get them from WH Smith in Hull. My dad's a friend of the manager and he gets me games that have been cracked. I copy and sell them for £5 each.

Would anybody be interested in *Lotus Esprit Turbo Challenge 2* or *Terminator 2* for £6 each? Will you be putting more games on your Coverdisk? Good games, for me to copy, like Chucky Egg. I admire your mag and you have made me a lot of money. I also have two copies of *Robocop 3* for £10 each. Keep up the good Coverdisks!

Jim Towler, Withernsea

Hmm, very amusing. Please accept this slap round the chops as a token of our appreciation.

WELL EQUIPPED

I always enjoy reading the Workbench series and reading about other people's problems. I think that one of the most regular problems you receive concerns printers. Well, here's another! But first of all, a word about my equipment, which may cause a few raised eyebrows. I have a 26"…

Hold on, Mr whoever-you-are of Bridport! We're not having that sort of talk in our magazine! Why don't you write to Women Only…

A1500 PLUS

After the release of the A500 Plus and the new Workbench, I want to know whether Commodore will be releasing a new A1500/A2000 Plus. I am thinking of buying an A1500 and I want to know if I should wait for a better machine to be released. If there will be a new A1500, would you be able to tell me when?

Aaron Costall, Cranfield

The 1500 and the 2000 will both have Workbench 2 and the ECS in almost immediately, but I'm afraid we don't yet have a date for exactly when, for all we know, they might already be on sale in this configuration. Yes, you should hang on for it.

VIRUS PANIC

I have just bought *Mega-lo-Mania*, which is very good. I was alarmed, however, when on running *Kill Da Virus III* I was given warning of a *Julie Virus* on the disk. My first thoughts were that it was my fault and that I had allowed the virus to be transferred from one of my own disks. Therefore I checked every disk I have, but they were all clean.

I contacted Sensible Software and was told that some virus checkers identify the bootblock they have used on *Mega-lo-Mania* as a virus.

As a non-expert user I am aware that viruses are being written daily. I do my best to avoid them by following your advice to check all disks. It is bad enough having to cope with the message 'Non-standard bootblock' but surely it is not responsible programming to confuse matters with a bootblock that causes a recognised virus checker to behave as if a virus is on disk?

SJ Hall, Priorswood

Our advice would be don't check games for viruses: just switch off for 30 seconds after playing.

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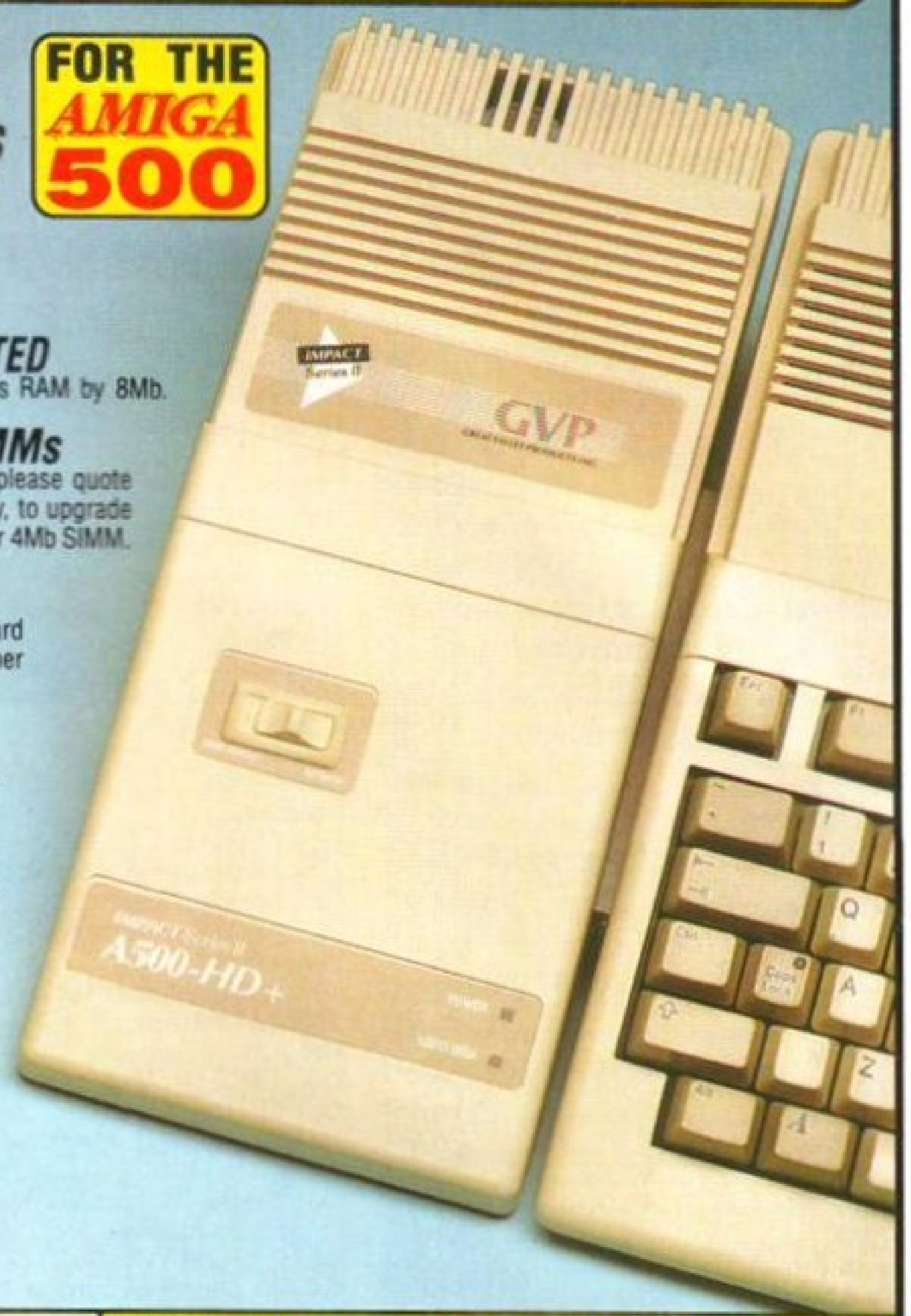
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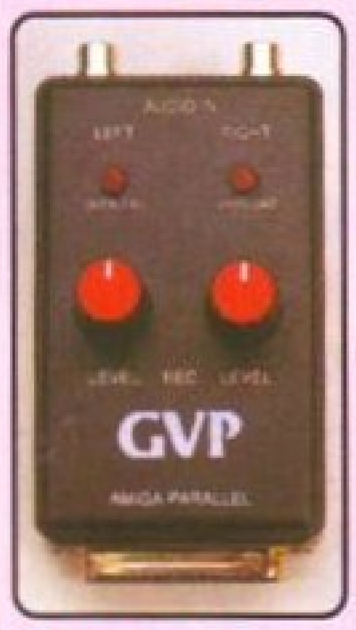
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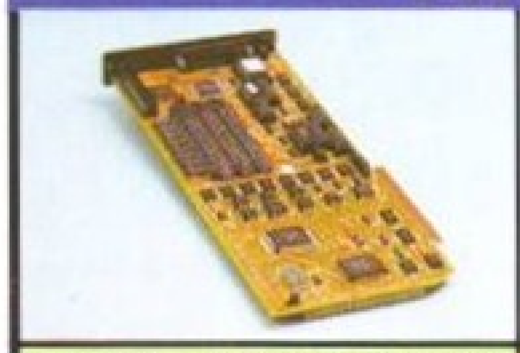
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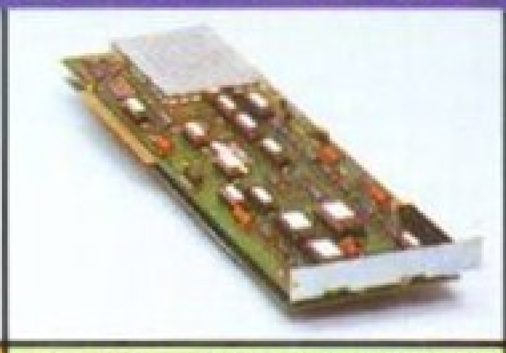


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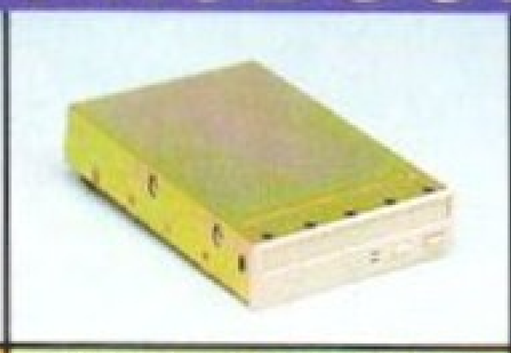


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Random Sample

In our not-so-grand finale this month, we take the opportunity to wish you a Merry Christmas and a Happy New Year…

Who are these people?

The guys who put together the Amiga in the first place were a pretty weird bunch. What other machine has the name of a classic punk song etched onto the circuit board? What other machine crashes with a bizarre hippy message about a Guru meditating?

Well you may be pleased to know that even though the A500 Plus is a major redesign, and despite the fact that the original Amiga crew moved on to pastures new years ago, some of the weirdness remains. Here's a few comments from the circuit diagrams of the A500 Plus…

"Memory and… well I used to remember"
From the memory map of the Revision 8 PCB

"Denise is pretty much into video"
On the video connections schematic

"Paula prefers the traditional modes"
Mouse/joystick and audio connectors

"The home of the infamous clock virus"
Tee hee! Of course, it is impossible…

Refresh "feature"
Programmer joke from A501 "Cake" diagram

"A page for Perveen and Larry to use"
Who are these people, one wonders?

"Note: various components are for EMI control and may be loaded with funny things…"
Don't you just love technical jargon?

Spot the Shot 30



Yes, you 've heard of spot the ball: well this is much the same, only we don't cheat. Simply identify what game this wee snippet of computer graphics is from and send the answer on a postcard with your name and address to Spot the Shot 30 at our Bath address, to reach us by January 20th. If your correct answer is the first out of the bag, you win a fabulous Amiga Format T shirt. This month's winner was mentioned last month…

Quote of the Month 30

If you can identify who said the famous (or not so famous) words on the Contents pages of this very issue – or at least have a good guess – you could win an Amiga Format T shirt. Simply whack the answer on a postcard with your name and address and send it to Quote of the Month 30 at our Bath address, to reach us by January 20th. Issue 27's winner was Regina Roberts of Bournemouth for correctly identifying Arnie as the Terminator, while Issue 28's prize goes to Steve Butler of Kirkstall for picking out the Bonzo Dog Band's Roger Ruskin-Spear.

Roctec Genlock Plus winners

The lucky winners of a RocTec RocGen Plus worth £200 from our fabulous ompetition in Issue 28 are David Williams of Stanwell, Paul Nardone of Larkhall, Lanarkshire and JS Vardy of Worksop. Seven runners-up win the highly-rated RocLite disk drive each: they are Doug Kyle of High Wycombe, Andrew Ainscough of Bolton, Eddie Foreman of King's Lynn, MJ Humphrey of Basildon, Philip Osztromok of Livingston, West Lothian, Jim Curry of Blackheath and R Barnes of Southend on Sea.

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COLOUR ORIGINATORS Marcus and Ben, Phoenix Repro
PRINTERS Riverside Press Ltd, St Ives PLC, Gillingham
NEWS TRADE DISTRIBUTION UK Future Publishing 0225 442244
NEWS TRADE DISTRIBUTION OVERSEAS: MMC Ltd 0483 211222
CIRCULATION DIRECTOR Sue Hartley 0225 442244

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NEXT MONTH

February's Amiga Format will be on sale from the 9th of January, and though it won't have two disk on the cover it will also be back to the usual price of £2.95. And it will still be something pretty special…

We're blowing the lid completely on the dark and mysterious art of games programming. There will be the first in a series on how to start programming games, with none other than the amazing Bullfrogs showing the way.

We'll also be showing you a number of easy ways to create games without programming: as well as giving a complete guide to what you get when you upgrade to Workbench 2.

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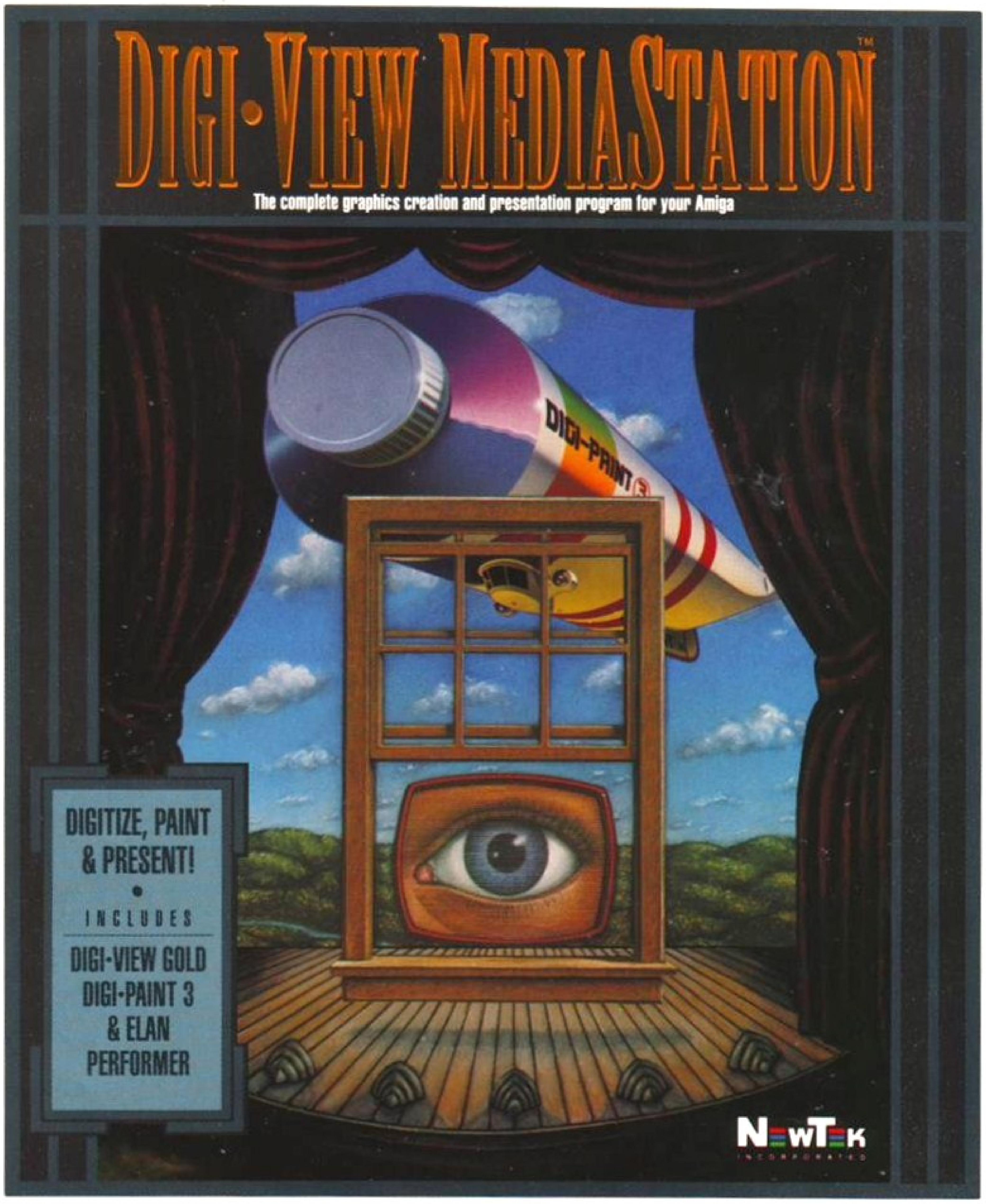
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The world's biggest-selling Amiga magazine can disappear from the shelves quicker than you would believe, however hard we try to make sure it doesn't. So what can you do about it?

Well, the intelligent course of action would be to fill in the small coupon on the left and deliver it to your local newsagent. Then you can pick up your copy of the magazine as soon as it goes on sale, in the comfortable knowledge that it's sitting there waiting for you.

Smarter still would be to see Page 238 right this minute, to find out how a subscription can make your life easier and get you a free piece of software into the bargain!

NEW FROM NEWTEK!



Digi-View MediaStation gives you the three tools you need to use your Amiga to its fullest

DIGITIZE - Bring the world into your Amiga with Digi-View, the best-selling, most award-winning Amiga peripheral of all time. Amiga World Magazine says "the best value in Amiga digitizers and delivers the best images". Just point your camera and in seconds Digi-View will capture images with brilliant colour and stunning clarity. Whether you're creating graphics for video, desktop publishing, presentations, or just for fun, Digi-View is simply the best.

PAINT - NewTek pioneered the 4096 colour HAM mode back in 1985, and since then no other program has come close to matching its amazing power. This all-new version, Digi-Paint 3, is the fastest, cleanest, most powerful HAM paint program ever created. As Amiga World Magazine says, "If you are really serious about owning only one paint program, we would have to recommend Digi-Paint 3".

PRESENT - Elan Performer 2.0 makes slideshows and interactive presentations a snap, just click the mouse to assign pictures or animations to your keyboard. Performer will automatically sequence the images with precise timing, or you can tap a key to bring your images up instantly with this high-performance presentation tool. AmigaWorld Magazine calls Elan Performer "the finest display tool to date for the Amiga artist."

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